プリンセスウイング
サプリメント

ヴァルキリーアイランド

著 涼宮隼十／N.G.P.

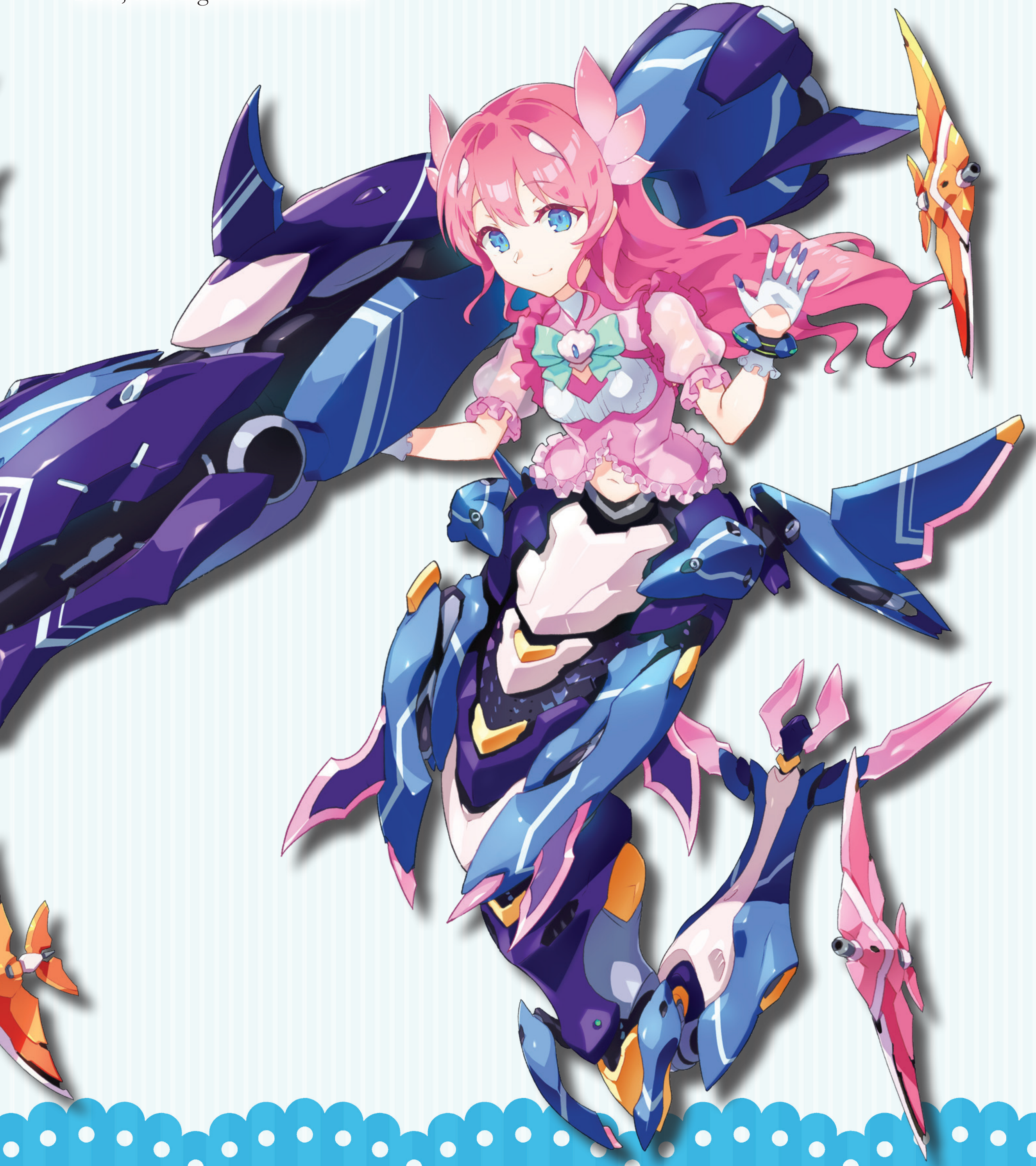
Princess Wing Supplement

Valkyrie Island

新紀元社

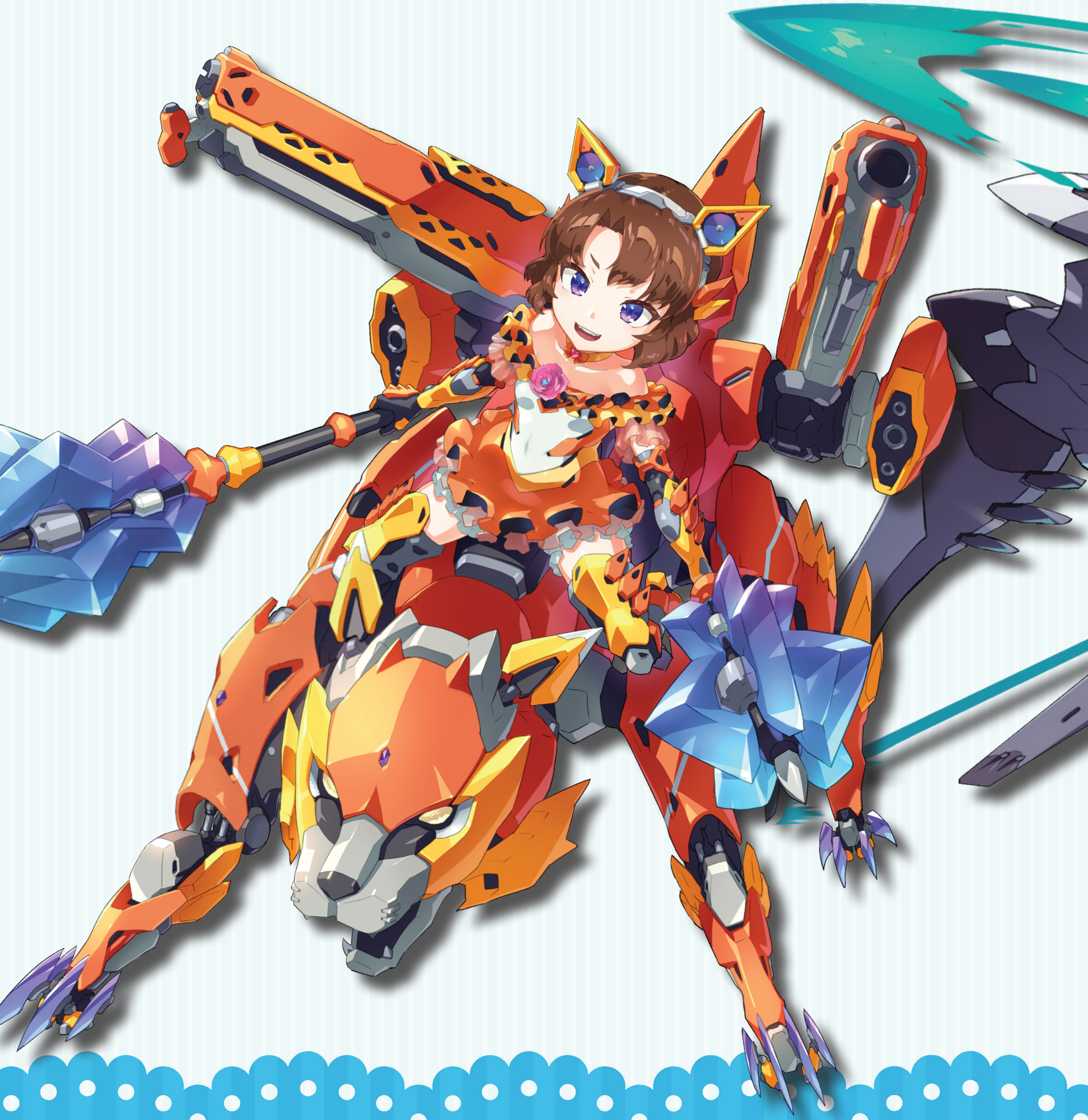
Sakura Mermaid Princess

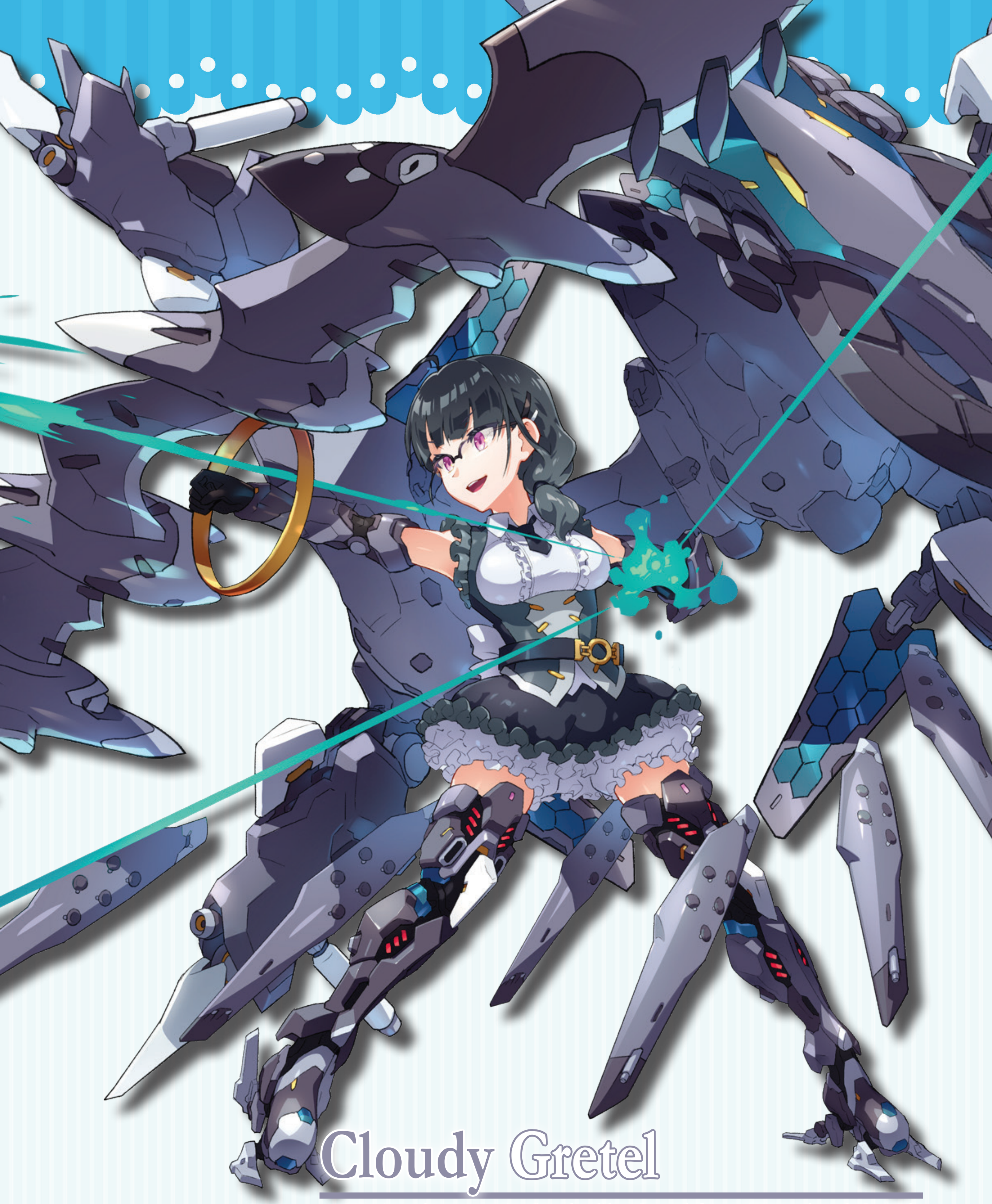
You adore the tale of 'The Little Mermaid', and thus you've cloaked yourself in a Dress Code inspired by her. Your attire mirrors the pure, overflowing charm of a lovestruck mermaid. Unlike the mermaid who vanished into the sky as foam, you possess wings that allow you to soar. Now, take flight into the skies.



Sol Beast Princess

Since childhood, 'Beauty and the Beast' has captivated you. It's why you donned a Dress Code inspired by this tale. Your outfit, reminiscent of Belle's sweet yet elegantly demure style, empowers you with insatiable curiosity and a spirit for adventure. Like Belle, you can face any foe undaunted.



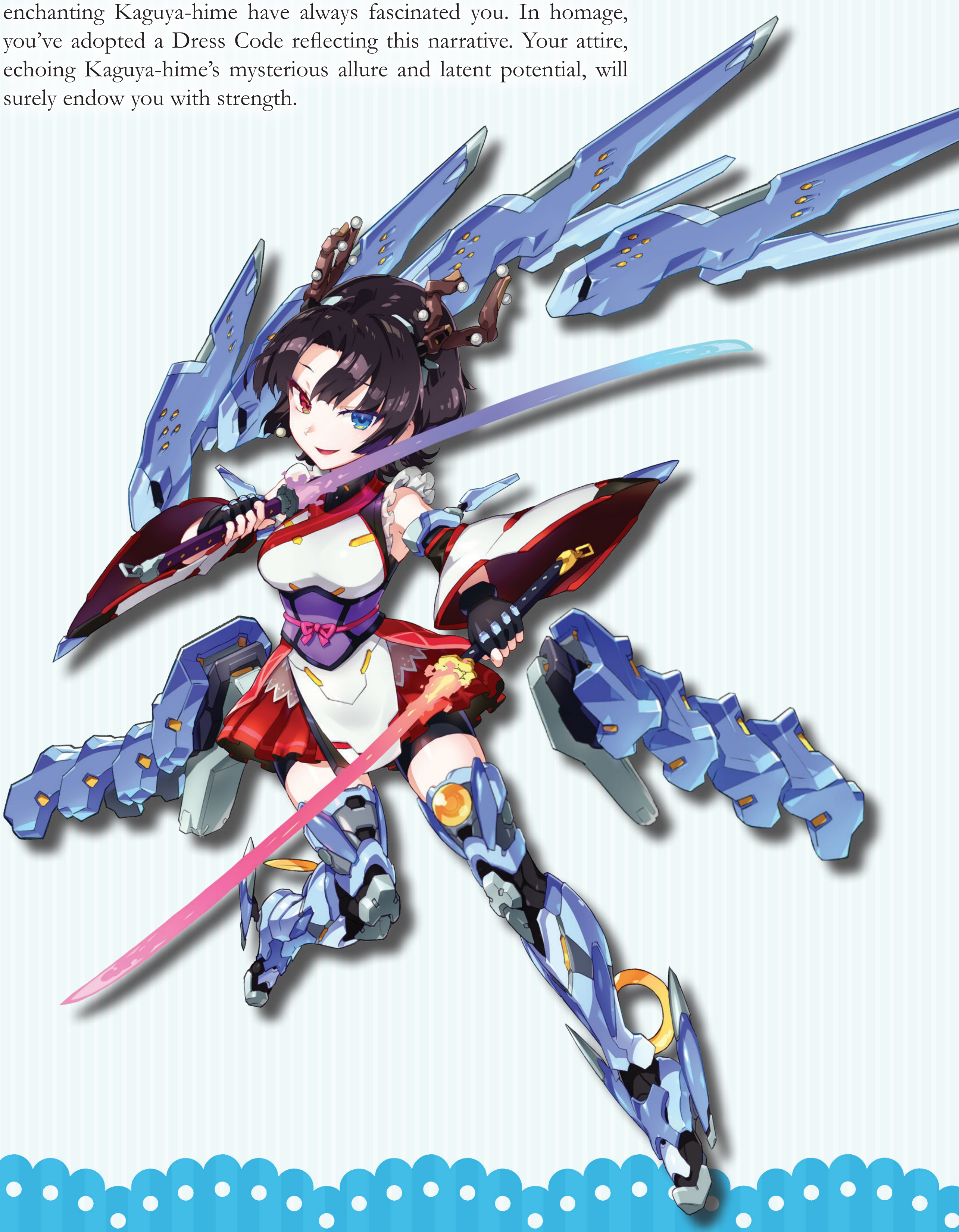


Cloudy Gretel

You've always aspired to be like Gretel from 'Hansel and Gretel'. That's why you've embraced a Dress Code inspired by their story. Like Gretel, who outwitted the witch, your quick wit and talent will surely lead you to your own happy ending.

Sokyu no Kaguya Hime

The 'Tale of the Bamboo Cutter' (Taketori Monogatari) and its enchanting Kaguya-hime have always fascinated you. In homage, you've adopted a Dress Code reflecting this narrative. Your attire, echoing Kaguya-hime's mysterious allure and latent potential, will surely endow you with strength.



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Introduction

How to Read “Valkyrie Island”

Valkyrie Island is an expansion rulebook for “Armed Girl RPG Princess Wing” (hereafter referred to as “VI” or “this book”), featuring additional data and scenarios for “Armed Girl RPG Princess Wing” (hereafter “PW”). To play this book, “PW” is required. References to each related book are denoted as follows:

Valkyrie Island → P★★
Armed Girl RPG Princess Wing → “PW”★★

Structure of This Book

This book is composed of the following sections:

World Section

This section describes the new setting in “PW”, the “Tenkai Archipelago,” and one of the Princess training academies, “Valkyria.” It also explains additional settings for “Queen Void,” a threat to the Princesses.

Player Section

This section explains the new Princess Core, skills, armaments, and Wing Drives added in this book.

Rule Section

This section explains new rules added in this book, such as “Short Session,” “Object Rules,” “Bad Status Rules,” and “Special Combat Rules.”

Game Master Section

This section explains additional sample enemies, enemy Special Technique, mob enemy Armaments, and boss enemy Armaments. It also includes explanations about the new enemy type “Queen Void.”

Scenario Section

This section contains two sample scenarios. Those other than the GM should refrain from reading the included scenarios.

Symbols and Notation

This section explains the symbols and notation used in this book.

Symbols

In the main text of this book, the following symbols are used to distinguish between ordinary words and game-specific terms:

【 】: Ability Values

Words or symbols enclosed in【 】represent a character’s ability values.

[ ]: Game-Specific Terms Or Formulas

Words enclosed in [ ] indicate game-specific usage. Formulas are also enclosed in [ ] to distinguish them from other text.

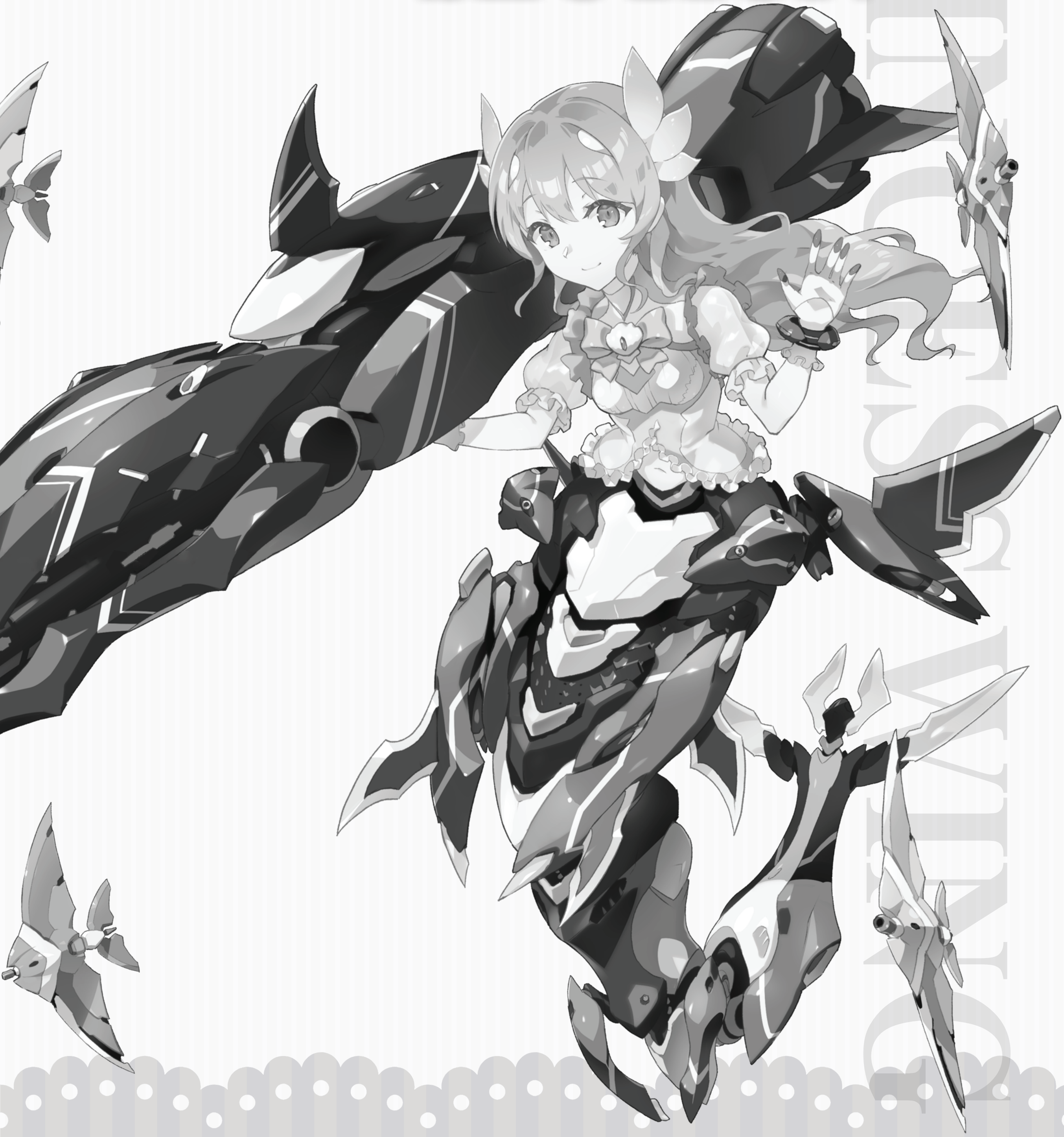
〈 〉: Special Techinques, Armaments, etc.

Words enclosed in 〈 〉 represent data for characters’ 〈Special Techinques〉, 〈Armaments〉, 〈Wing Drives〉, etc.

About Third-Person Pronouns

In this book, considering the game’s world view, “she/her” is used for Princesses, and “he/him” for Voids or unspecified groups. These terms are chosen solely for readability and adherence to the world view and are not intended to discriminate or ignore any specific gender.

WORLD SECTION


PRINCESS WING

Tenkai Archipelago

The Tenkai Archipelago refers to several islands located southeast of Tokyo. It is centered around "Valkyrie Island," home to Japan's only national Princess Training Academy "Valkyria," with various other islands scattered around. This section will describe the characteristics of the Tenkai Archipelago and its islands.

Geography and Climate

The Tenkai Archipelago is a group of islands in the Pacific Ocean, approximately 300km southeast of Tokyo. Stretching from "Kokuyu Island" in the northwest to "Yuizuki Island" in the southeast, the archipelago spans about 500km and consists of around 100 islands. Major inhabited islands include "Kokuyu Island," "Mikoto Island," and "Valkyrie Island." Each island has its own unique features, with developed industries such as tourism and fisheries. Administratively, all regions belong to Tokyo, but the name "Tenkai Archipelago" has become common both on and off the islands.

The climate is warm and subtropical. The southeastern part of the archipelago experiences a perpetual spring climate year-round. The total area of the archipelago is about 200 square kilometers, mostly comprised of nature-rich islands. Subtropical plants like palms and cycads are common, and many unique species have evolved here, offering sights of rare fauna and flora not seen on the mainland. For example, the "Mikoto Penguin," adapted to the subtropical climate and unique to Mikoto Island, and the endangered "Amami Giant Lizard," only found in the Tenkai Archipelago, are well-known among Japanese citizens. However, some islands have been affected by past Void invasions, leaving them covered in metal scraps.

Industry and Lifestyle

The total population of the archipelago is about 80,000, most of whom live on Kokuyu Island. Recently, due to the development of resorts and the presence of the Princess Training Academy "Valkyria," there has been an increase in young migrants. In response, local administrations are actively working on "island revitalization" projects, targeting the youth with event planning and creating new tourist attractions. The "Amami Music Festival," centered around music and attracting top Japanese artists for three-day live performances, is an example, drawing large crowds annually.

Besides tourism, the fishing industry is also thriving. Squid, sea bream, and whitebait are abundant around the islands and are marketed locally and nationwide. Mikoto Island is particularly famous for its "squid fishing industry," and the sight of fishermen setting sail is common. Recently, the fusion of the fishing and tourism industries has led to the creation of various tourist spots like "Seaside View Restaurants" offering fresh seafood in stylish settings and "Barbecue-Enjoyable Clamming Spots" popular among families with children.

Life in the Tenkai Archipelago is becoming richer every year, with adequate infrastructure for electricity, gas, water, and high-speed internet. However, transportation is not as convenient as in urban areas. There are no railways, and some regions lack road development. Buses are available but infrequent, with about two per hour on Kokuyu Island and one every two hours on Mikoto Island.

Access to the Archipelago

Access to the Tenkai Archipelago is mainly by boat or airplane from Tokyo. By boat, it takes about 2 hours and 30 minutes by high-speed jet to the nearest port on Kokuyu Island, or about 10 hours by large passenger ship (overnight service). By plane, direct flights are available from airports nationwide to Kokuyu Airport on Kokuyu Island, taking about 1 hour from Tokyo.

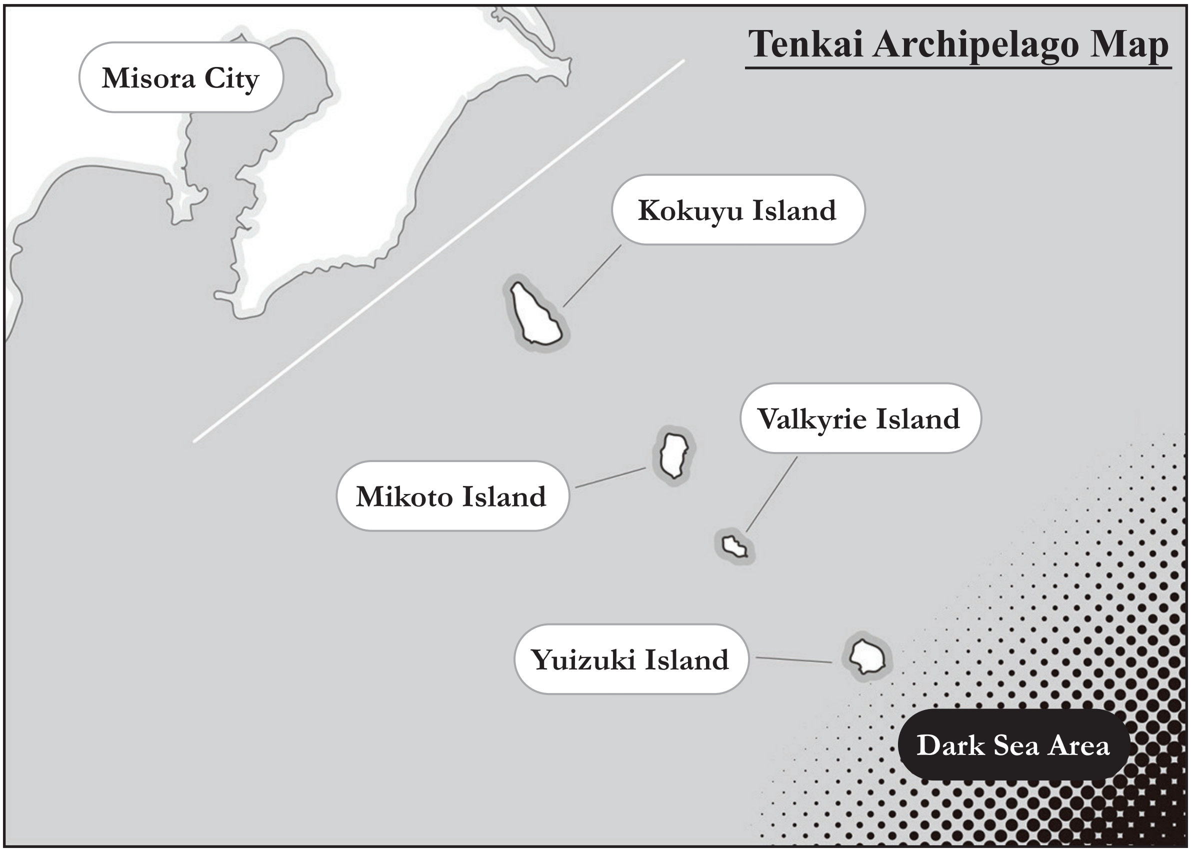
Access to other islands from Kokuyu Island is typically by ferry. It takes about 30 minutes to 1 hour to reach nearby islands like Mikoto Island and Valkyrie Island. Even the farthest, Yuizuki Island, is about 4 hours away by high-speed jet. Recently, the number of services has increased due to the growing number of tourists.

Furthermore, in the Tenkai Archipelago, the "private use of Dress Codes for transportation" is fully permitted. Therefore, it's not uncommon to see Princesses attending Valkyria or visiting as tourists, wearing their Precious On-enabled dress codes and soaring over the sea.

Aftermath of the Void Invasion

Although now developing as a resort area, the Tenkai Archipelago has a past of being targeted by Void invasions. About 30 years ago, during the "Worldwide Invasion," the first Voids that appeared in the skies above Japan landed on Yuizuki Island in the Tenkai Archipelago. At the time, residents who lived on Yuizuki Island either were wiped out or relocated due to the Void invasion. Since then, Yuizuki Island, devoid of humans, has transformed from a once nature-rich island into one overrun by Voids and mountain of sharp metal scraps, a stark contrast to its former beauty. Despite the successful elimination of the Voids and destruction of their nests in the "Operation Dance Party," the island's lush nature has not returned, and it remains an uninhabited island with a peculiar landscape of inorganic metal fragments scattered around.

In addition to Yuizuki Island, many other islands suffered damage from Void invasions. Some are strictly preserved as they were at the time of the invasion for research and investigation purposes, off-limits to the general public. However, Princesses from Valkyria are permitted to accompany researchers to these islands for escort duties.



About Each Island and the Surrounding Sea Areas

Valkyrie Island

Located at the heart of the Tenkai Archipelago, Valkyrie Island is an artificial island that functions as a water-based school city. Its area is about 8 square kilometers, and it is entirely occupied by the Princess Training Academy "Valkyria." The facilities and infrastructure on Valkyrie Island are operated by the national Ministry of Defense, making Valkyria one of the few nationally-run Princess Training Academies in Japan.

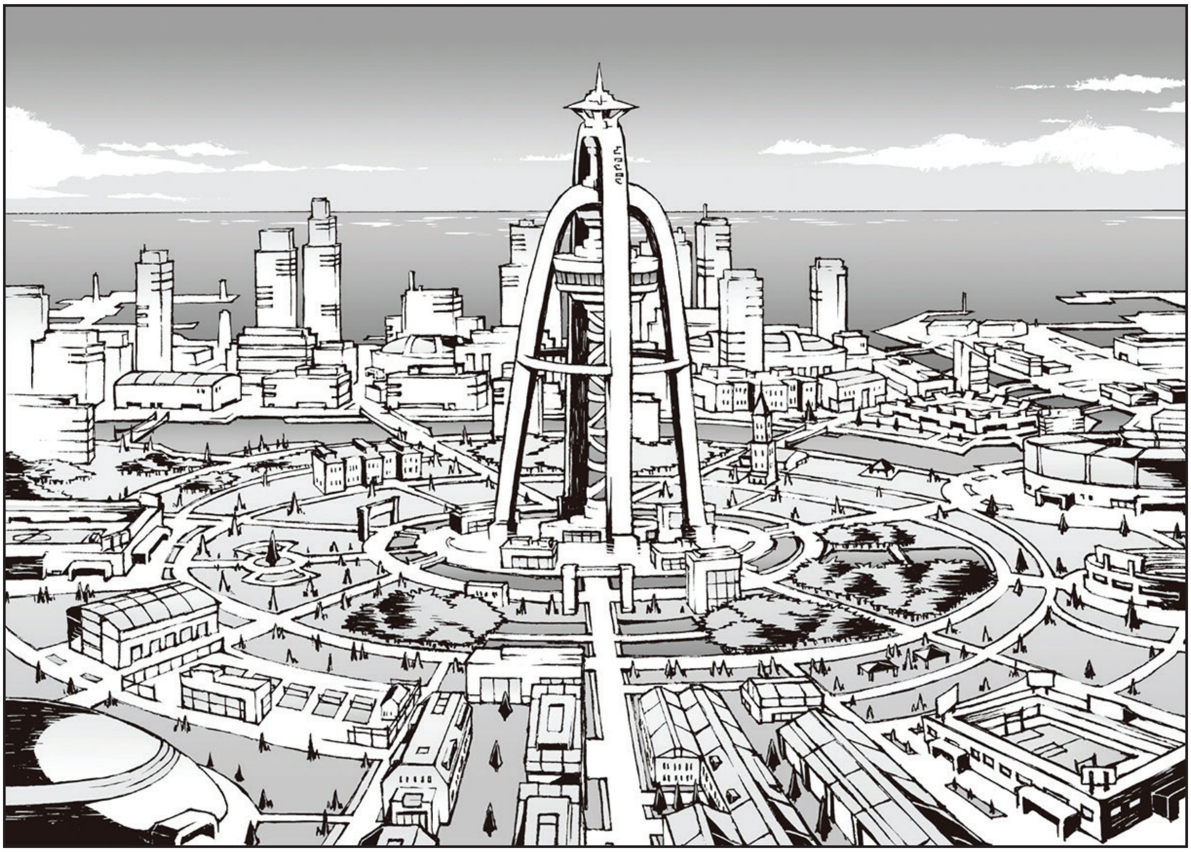
The buildings on the island are predominantly concrete constructions, presenting an urban and futuristic appearance. However, a green belt planted with various types of trees and flowers runs through the center, with some areas being completely greened. In the center of the island, paths connect all school facilities, allowing easy access and free movement between different buildings.

In the northwest of the island, there is a port for ferries connecting to other islands of the Tenkai Archipelago and for direct high-speed jet boats from Tokyo. Most people visiting the academy use the port, but there is also a heliport for emergencies permanently established within the port area.

Celestial Tower

Situated at the center of Valkyrie Island, the Celestial Tower is a massive control tower about 200 meters tall. It can be seen from anywhere on the island as there are no other high-rise buildings tall enough to obstruct its view. The tower has a futuristic, arch-style appearance and is lit up at night, serving a role similar to a lighthouse.

The Celestial Tower was constructed to manage and control the Celestial Core above the Japanese archipelago. The Celestial Core inherently has the function of drawing a small amount of Precious Energy from the Earth and deploying it as an energy field. However, the concentration of Precious Energy on Earth varies greatly from day to day. Therefore, the Celestial Tower



communicates with each Celestial Core to adjust the amount of energy they absorb. This ensures a stable supply of energy to the Celestial Cores, thereby preserving peace for people today.

Einherjar

Einherjar is a lodging facility located in the northeastern part of Valkyrie Island. It is an 8-story hotel with 121 rooms, including 35 suites. It was established concurrently with the construction of Valkyria for the use of Princesses visiting from other regional Princess Training Academies for dispatch missions or exchange programs.

Princesses belonging to Valkyria are not allowed to stay at Einherjar, but they can visit for the purpose of interacting with Princesses from other academies. Therefore, it's common to see Princesses from various academies mingling, enjoying conversations, playing games, and engaging in romantic discussions in the lodging rooms.

Kokuyu Island

Kokuyu Island is the closest of the Tenkai Archipelago's islands to Tokyo. Known for its crystal-clear waters and "Emerald Green Sea" paired with "Pristine White Sand Beaches," it is one of Japan's leading resort destinations. Consequently, it sees a constant flow of tourists throughout the year, leading to the construction of numerous hotels and entertainment districts. Despite being a remote island, it attracts many young tourists and migrants, leading to an increase in businesses and rental housing targeting them. Media often refers to it as "Japan's Youngest Island," making it even more popular among the youth. The current population is about 70,000, with an area of approximately 120 square kilometers, and is on an increasing trend due to urban migration.

Tenkai Kokuyu Bay Resort

This is Kokuyu Island's premier resort hotel, offering a panoramic view of the Tenkai Archipelago's sea. The 13-story building has 350 rooms, with the top floor featuring a natural infinity hot spring with a breathtaking view. It provides easy access to entertainment and commercial facilities, making it an ideal base for tourism on Kokuyu Island.

The resort offers a unique "Princess Discount," allowing Princesses from national training academies to stay at a reduced rate. Consequently, most Princesses visiting Kokuyu Island for tourism choose this hotel.

The hotel is fully equipped with amenities like a rock bath and night pool for Princesses and general guests to relax freely. The front lobby also has a souvenir shop, where the "Koharumanju" sold there is popular among tourists as a famous sweet.

Kokuyu Marine Garden

This beach is famous for its "Snorkeling Experience with Sea Turtles." Located on the south coast of Kokuyu Island, it is characterized by a cove surrounded by sandy beaches and rocky mountains. Facing the sea from the beach, you can see a blue gradient sea, often called the best view in Japan, making it a popular spot for sea activities and photography.

Kokuyu Island YURIN Store

This is a large shopping center recently opened on Kokuyu Island by YURIN Co., Ltd., one of Japan's leading retail companies. It is a complex commercial facility with a supermarket, apparel, general merchandise, fast food, and restaurants, becoming a place of relaxation for the island's young residents.

It also serves as a place for Valkyria's Princesses to rest after school or on holidays. A "Dressport," a landing area exclusive to Princesses, is set up in the rooftop area, allowing them to enter and exit freely while using Precious-On.

Mikoto Island

Situated between Valkyrie Island and Kokuyu Island, Mikoto Island is known for its flourishing fishing and seafood industries. It is a small remote island with a population of about 2,000 and an area of about 1 square kilometer, characterized by its rich natural environment and valuable flora and fauna. The convenience of transportation is limited, with few paved roads, and a notable feature is that there is only one traffic light on the entire island, installed for the purpose of traffic education for the island's children.

Bicycles are commonly used for transportation on the island, and there are ample rental and share-cycle services for visitors. A road encircles the island, allowing for a complete tour by bike in about 30 minutes.

The surrounding seas yield seasonal fish and shellfish, with squid and whitebait fishing being particularly active. Local eateries serve fresh dishes such as grilled squid, squid ring curry, and raw whitebait bowls, which are popular among tourists.

Minshuku Shimakaze

Minshuku Shimakaze is a popular inn located on the southern coast of Mikoto Island. It is an established inn with a history of 50 years, highly praised for its seasonal home cooking made with local vegetables and fresh seafood. Especially renowned are the handmade rolled omelet and sea bream rice, rumored to surpass the taste of first-class restaurants.

The landlady, known for her warm character, welcomes guests with a homely atmosphere. The current proprietress, the third generation, is a former Princess and one of the “Brilliant Three” who played a significant role in the past Operation Dance Party. However, this remains a rumor among tourists and Princesses as she does not disclose it.

Nakajima Seafood Restaurant

Located near the port, this diner offers a wide variety of fresh seafood dishes. Managed by the 50-year-old active fisherman “Tsuneji Nakajima,” his freshly caught seafood rice bowl, known as the “Special Kaisen-don,” is the most popular menu item. The spot is beloved by locals, tourists, and even Princesses attending Valkyria, appealing to people of all ages.

Mikoto Coastal Clamming Field

This is a clamming field on Mikoto Island’s southern coast, popular for families and couples. Visitors can enjoy collecting various creatures from the tidal flats, such as clams and cockles. On holidays, the area is bustling with many people. There are beach houses where visitors can cook the freshly collected shellfish on-site, and barbecues are also available. These beach houses often look for part-time staff, and it’s common to find Princesses from Valkyria working there.

Yuizuki Island

Yuizuki Island is the southernmost island of the Tenkai Archipelago. It covers an area of about 8 square kilometers and was once inhabited, but is now uninhabited. Under government control, it is inaccessible to the general public and is used only for research and Princess training.

Yuizuki Island was a target of the Void invasion during the “Worldwide Invasion,” where residents were attacked by Voids. Once occupied by Voids, its rich nature was lost, leaving behind a huge nest made of inorganic metals aligned in an enormous array. After the “Operation Dance Party,” the Voids were annihilated and their nest destroyed, but remnants of this history still scatter the island in the form of Void and nest fragments. There were plans for redevelopment by the government, but they were abandoned due to unknown dangers in the current environment.

The island currently attracts nearby Voids, as they tend to consume metal compounds. Especially, small and medium-sized Voids, active in their feeding, often land on the island in groups. To eradicate these Voids, Princesses from Valkyria are stationed on Yuizuki Island as part of their duties.

Ursula Nest Ruins

The site of the nest formed by the “Witch of the Deep Sea,” a large Void that first appeared in Japan during the “Worldwide Invasion.” The nest, resembling a giant metallic pyramid, was destroyed in the “Operation Dance Party,” leaving a debris field of the materials that made up the nest.

Currently, the Ursula Nest Ruins are treated as valuable research material for studying Void ecology and are being investigated by Valkyria’s research team. However, due to the potential unknown dangers of the investigation and the proximity to the Dark Sea Area, multiple Princesses always accompany as escorts during research.

Valkyrie Base

This facility was established for the extermination of small and medium-sized Voids around Yuizuki Island. Princesses from Valkyria are stationed here for a few days at a time as part of their duties to eliminate Voids.

The facility has a dome-shaped exterior made of concrete. Inside, there are offices, a food storage, and accommodation rooms for the Princesses. The staff includes a few office workers, and typically only one team of Princesses is stationed at a time.

Dark Sea Area

22 years after the installation of the Celestial Sphere, the frequency of Void appearances on Earth has dramatically decreased. However, there are still areas on Earth where Voids appear frequently, and the Dark Sea Area is one of them. It is currently the area in Japan where Voids appear most frequently.

The Dark Sea Area is a vast sea area located 200 km southeast of Yuizuki Island, with a seabed that forms a 8,000-meter-deep trench. Numerous undersea volcanoes line the seabed. These volcanoes are active, frequently causing massive magma steam explosions. In this area, the energy from volcanic activity reacts with the dark Precious Energy, occasionally creating accidental “Dimensional Corridors” connected to outer space. These corridors are similar to the dimensional transfer devices used by Queen Voids, directly transferring Voids from space to Earth. The transferred Voids emerge from the deep sea, attacking people to gather dark Precious Energy or forming nests, and then start invading, targeting the destruction of the “Celestial Tower.”

Some researchers speculate that the actions of these Voids are influenced by the intentions of some Queen Voids. This is because it is unlikely that dark Precious Energy, which is originally generated from human hearts, exists in sufficient quantities in the deep sea to create Dimensional Corridors. Indeed, the presence of active Queen Voids in the Dark Sea Area and around the Tenkai Archipelago has been confirmed, prompting the government to strengthen surveillance around the archipelago.

Currently, watchtowers are installed around the Dark Sea Area to immediately inform Valkyria if Voids appear through Dimensional Corridors. Princesses from Valkyria are dispatched in teams to instantly annihilate any emerging Voids before they can attack people or build nests.

Other Islands

There are over 100 islands scattered throughout the Tenkai Archipelago. Many of these islands are rich in nature, but some have lost their natural environment due to Void invasions. These islands are either preserved for Void research or reforested to restore their original nature.

Some islands host unique plants and animals found only in the Tenkai Archipelago or on those specific islands. For example, the “Amami Giant Lizard,” an endemic and endangered species of the Tenkai Archipelago, is internationally renowned as a protected wildlife, and its conservation and prevention of extinction are crucial. The Amami Giant Lizard is usually calm but can become aggressive during the breeding season, making it difficult for ordinary people to handle. Therefore, Princesses are often tasked with conservation and capture activities.

Movement using Dress Codes is allowed in the Tenkai Archipelago, so most islands are freely accessible to Princesses. However, some islands are restricted by the government or are physically too distant, making access difficult. Islands close to the Dark Sea Area are considered too dangerous for Princesses to enter alone. However, access may be granted to Valkyria teams through special applications.

Valkyria

Valkyria is a Princess Training Academy located on Valkyrie Island within the Tenkai Archipelago. It is the only nationally-operated Princess Training Academy in Japan and is an elite school where only individuals with exceptionally high aptitude for Precious Energy can enroll. This section introduces student life at Valkyria and the facilities within the school.

Japan’s Only State-Run Academy

Valkyria (formally known as National Princess Training Academy Valkyria) occupies the entire land of Valkyrie Island. Established five years ago as Japan’s first nationally-operated Princess Training Academy, it has approximately 200 students, with about 60 new students enrolling each year.

To enter Valkyria, candidates must undergo a rigorous aptitude test. This test measures their aptitude for Precious Energy, assigning an “Adaptation Rate” from S to E based on the results. Admission is based on this rate, and generally, those with a rate below B are not admitted. Although about 300 Princesses take the exam each year, only a few are certified with an Adaptation Rate of A or higher. Therefore, Valkyria is renowned as the leading elite academy in the country and is popular among young people eager to actively pursue the role of a Princess.

There is no age limit for candidates, and the students at the academy vary in age, with the majority being teenagers, similar to those in Fairy Tale.

The academy does not have a grade system, and students are not distinguished by their year of enrollment. Students can enroll at Valkyria for a basic period of three years, with the possibility of extending their enrollment for up to another three years if they wish. Valkyria’s educational policy is to thoroughly train excellent Princesses in a short period, thereby further developing Japan’s Princess industry.

Upon graduation, depending on their age, students can either transfer to another Princess Training Academy or retire from being a Princess and seek employment. Many graduates who choose to retire from being a Princess often seek jobs as instructors or administrative staff at Princess Training Academies or companies engaged in Princess-related businesses. Valkyria graduates, having gained rich combat experience as Princesses and extensive knowledge about Voids and Dress Codes, are actively recruited by academies and companies.

3 Members Team System

At Valkyria, Princesses are assigned to teams of three upon enrollment. Teams generally remain the same each year, but changes in team members can occur if there are dropouts or requests for reorganization.

While most teams consist of three members, sometimes the number increases due to students dispatched from other Princess Training Academies or members holding dual roles in other teams. Such changes in team size are made by Valkyria, considering each team’s teamwork and tactical compatibility. Lectures, combat training, and missions at Valkyria are always decided on a team basis, with classes typically conducted by three students and an instructor.

Each team at Valkyria is assigned a “Rank,” with four classifications: “Rookie,” “Elite,” “Expert,” and “Master.” These ranks classify each team based on their strength and contribution to missions and can rise or fall. Currently, there are about 70 teams at Valkyria, most of which are in the Elite rank, with only a few in the Expert and Master ranks.

At the end of each month, Valkyria holds a “Rank Match.” The purpose of the Rank Match is for selected teams to engage in mock battles, with the results influencing the ranks of each team. These ranks directly affect individual performance and rewards, so many Princesses spend time honing their skills and discussing tactics in preparation for the Rank Match.

Exchange Dispatch

Valkyria has an academic exchange agreement with Fairy Tale, located in Misora City, and both institutions engage in the dispatch and acceptance of students. The number of students exchanged each year is typically around a dozen.

Students from Fairy Tale dispatched to Valkyria are also required to take an aptitude test. However, dispatched students may be admitted even with a low compatibility rate if their performance at Fairy Tale and their achievements in combat against Voids are deemed exceptional.

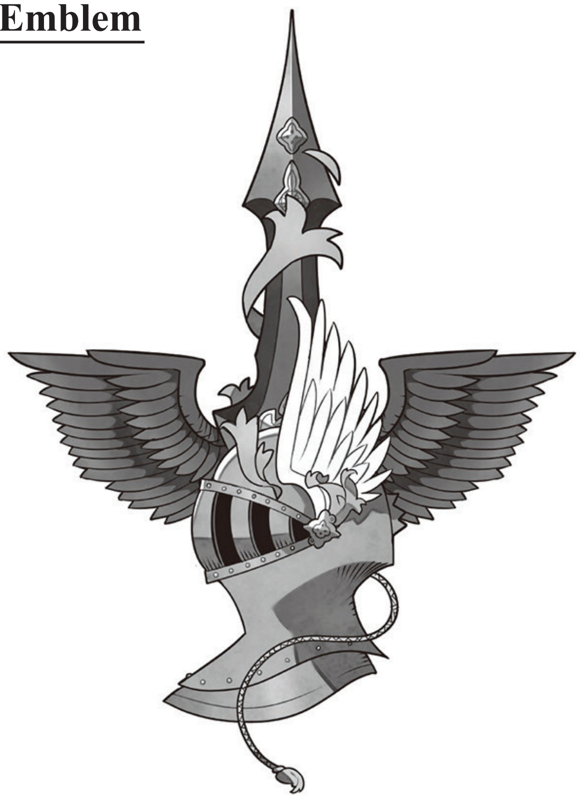
Dispatched students may be assigned to the same team or distributed across different teams. This decision is made by the academy, considering team balance and the abilities of each Princess.

Curriculum

The curriculum at Valkyria is mainly divided into four subjects: general education, Princess education, physical ability enhancement, and practical training. General education deepens fundamental knowledge in subjects like language arts, mathematics, English, science, and social studies. Princess education involves learning about Voids and Dress Codes, as well as history and laws related to Princesses. Physical ability enhancement includes strength training and sports practice to develop basic physical skills. In practical training, students engage in combat training against Voids inside 3D hologram simulation and participate in mock battles between teams. The content of combat training and mock battles is much more rigorous than that of other Princess Training Academies.

While there is no comprehensive specialized curriculum like at Fairy Tale, Valkyria compensates with excellent facilities. The campus is dotted with various specialized facilities, such as a “Studio” fully equipped for photography and video recording, a “Kitchen Space” where students can freely use ingredients, and a “Gym” where students can do strength training and fitness yoga under the guidance of trainers. Many students utilize these spaces during their free time and after classes.

Valkyria School Emblem



Defense Zone

Valkyria designates the area around the Tenkai Archipelago as its defense zone. In the Dark Sea Area southeast of the Tenkai Archipelago, Voids that appear through the deep-sea "Dimensional Corridors" actively target the destruction of the Celestial Tower. If the Celestial Tower is destroyed, the function of the Celestial Core above the Japanese archipelago will cease, creating a huge hole in the Celestial Sphere. To prevent this, Valkyria is entrusted with crucial roles like exterminating Voids that appear in the Dark Sea Area and destroying their nests.

Given the uniqueness of its defense zone, Valkyria has a significantly higher number of battles with Voids compared to other Princess Training Academies. Thus, it is known as "the forefront of Japan's Princesses" among those who are aware of its dangers. Among the Princesses attending Valkyria, there are many who have been injured or faced setbacks in battles against Voids. However, for Princesses who strongly desire to "defeat Voids" and "excel as Princesses," fighting as a member of Valkyria is a source of pride and purpose.

Student Dormitories

Valkyria operates on a full boarding system, with students living in dormitories for free. Dorm rooms are for three people, with each team allocated their own room. Rooms are 50 tatami mats in size and equipped with three beds, a washbasin, toilet, TV, refrigerator, air purifier, and walk-in closet. There are no showers or baths in the rooms, but a large communal bath on the top floor of the dormitory can accommodate over 20 people, which is primarily used by the students. There are no kitchens in individual rooms, but a common kitchen space is available for students who want to cook. However, most students use the cafeteria, cafes, and restaurants provided by Valkyria due to their convenience and quality.

School Uniform

Students at Valkyria are required by school rules to wear uniforms designated by the academy. Casual clothes are not permitted, so most students wear their uniforms to school (though there are rare cases of students knowingly violating this rule to wear casual clothes, or exceptions are made for certain students).

There are two types of uniforms: winter and summer. The winter uniform consists of a long-sleeved navy blue sailor suit and a pleated skirt, while the summer uniform is a short-sleeved sailor suit in white and light blue, also with a pleated skirt. The wearing of socks, loafers, and backpacks in non-flashy colors is allowed.

Student ID

Students at Valkyria are required to carry a card-type student ID issued by the academy. The ID card includes the student's name, student ID number, and photograph, and can also be used as a form of identification.

The student ID card is equipped with an IC chip, and card touch authentication is required for using facilities within the school. In other words, without the student ID card, students cannot use the school's facilities. Furthermore, the student ID can be used for online transactions at the cafeteria and school store.

School Organizations

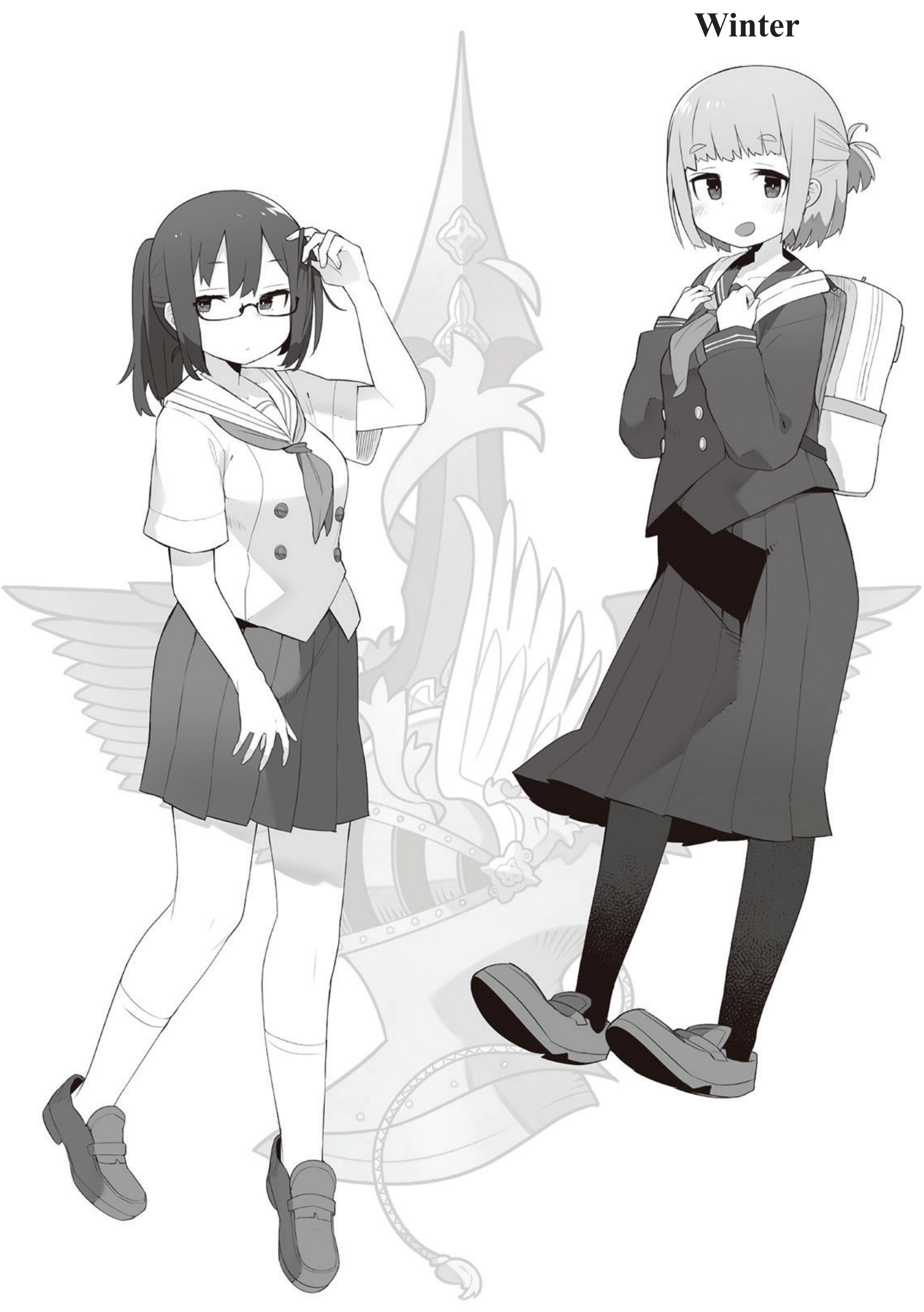
Various organizations exist within Valkyria. The following is an explanation of the internal organizations of Valkyria.

Command Center

The Command Center is an organization for combat command, composed of Valkyria's staff. It selects the most suitable teams for tackling Voids that appear in the Dark Sea Area and the nests they form, providing guidance on strategies and backup during missions. The Command Center fully understands each team's strengths and weaknesses and conducts briefings while considering which team would be most effective against each Void.

Most members of the Command Center are retired Princesses with extensive battlefield experience. In particular, the commanding ability and situational analysis skills of the Command Center's top commander and the principal of Valkyria, "Sakuya Serenji," are highly regarded, contributing to Valkyria's mission success rate exceeding 90%.

Valkyria Uniform


Winter
Summer

Clubs and Circle Activities

Clubs and circle activities consist of self-organized groups of students with common hobbies and interests. In Valkyria, where team activities are predominant, these clubs and circles provide opportunities for students to interact with those outside their teams.

The school encourages students to join clubs or circles (though it is not mandatory), and indeed, over 90% of students participate in some form of club or circle activity.

School Events

Various school events are held throughout the year at Valkyria. The following describes the main events at Valkyria:

April: Entrance Ceremony

Clubs and circle activities consist of self-organized

This ceremony celebrates the admission of new students to Valkyria. Held in the ceremonial hall, it consists of speeches by the principal, a representative of the new students, and guests of honor. The representative of the new students is selected based on having the highest score in the aptitude test during the year of admission.

May: Health Check

All students undergo health checks, measurements of height and weight, and an examination of their Precious Energy compatibility. If compatibility has significantly decreased, students may face suspension or expulsion, and in the worst-case scenario, their Princess qualifications may be revoked. Valkyria also conducts physical fitness tests to assess the physical and athletic abilities of Princesses. Based on these results, the curriculum of the classes each team receives may be altered.

June: Ball Games Tournament

This sports event is held to enhance teamwork and physical abilities. All students participate in their respective teams, competing in ball games like dodgeball, volleyball, and basketball against other teams.

Each game is divided into two halves, with a "special rule" added in the second half allowing the wearing of Dress Codes. While the use of armaments is prohibited, the basic operational skills of Dress Codes are tested.

July: Midterm Tests

Valkyria conducts tests twice a year to check whether students have assimilated what they have learned. The midterm test assesses individual abilities from three aspects: academic skills, physical abilities, and combat techniques. Academic skills are evaluated through written exams, physical abilities through practical tests, and combat techniques through mock battles using Void holograms.

If a student performs poorly in the test and fails to meet certain standards, they risk receiving a "failing grade," which could lead to expulsion. However, it's not necessary to meet the standard in all tests; if a student excels in academic skills or combat techniques, they won't be treated as failing even if their physical abilities are lacking.

September: Visit to Other Schools

Each team visits other academies as part of this event. The Command Center of Valkyria decides which academy to visit based on each team's abilities and characteristics. During the visit, students experience the distinctive classes of each academy and engage in mock battles using Dress Codes. It's a popular event among students, as it allows interaction with Princesses from other academies.

November: Valkyrie Festival

This is a school festival-like event that uses the entire campus and lasts for two days. Various events and activities are organized inside the school, primarily by the students themselves, including events planned by each team and food booths. The Valkyrie Festival is attended not only by Valkyria students but also by residents of the Tenkai Archipelago and Princesses from other schools.

January: POP Tournament

The official name is "Princess of Princess

Tournament." It is a mock battle tournament where representatives from Princess Training Academies across the country gather to compete for the title of the strongest. There are two categories: individual and team tournaments, each featuring mock battles using Dress Codes. However, only Princesses recommended by their respective Princess Training Academies can enter. This event, attracting many spectators to Valkyrie Island every year, has become a major event.

February: End-of-Term Tests

This is one of the biannual proficiency tests conducted at Valkyria. The end-of-term tests focus on examining the abilities and teamwork of each team. Mainly featuring combat training with holograms, the tests vary each year, including survival training on uninhabited islands in the Tenkai Archipelago and mock battles with other teams.

No expulsions or team reorganizations are based on the results of the end-of-term tests. However, if a team performs poorly and fails to meet certain standards, the entire team may be required to undergo remedial classes or retests.

March: Graduation Ceremony

This ceremony celebrates the graduation of students from Valkyria. Held in the ceremonial hall, it includes speeches by the principal, a representative of the remaining students, and a speech by a representative of the graduates.

Long Vacations

Valkyria has a summer break from mid-July to the end of August and a spring break from mid-February to the end of March. There is also a New Year break from December 27 to January 5. During these periods, students can submit an application to the academic office and leave the dormitory to return to their homes.

However, the appearance of Voids does not stop even during vacations. During the long holidays, the Command Center continues to coordinate teams for dispatch against Voids.

Campus Facilities

Valkyria's campus houses various facilities. This section introduces the different facilities available at Valkyria.

①. Ceremonial Hall

This is a school festival-like event that uses the entire campus and lasts for two days. Various events and activities are organized inside the school, primarily by the students themselves, including events planned by each team and food booths. The Valkyrie Festival is attended not only by Valkyria students but also by residents of the Tenkai Archipelago and Princesses from other schools.

②. Arena

This facility is used for large-scale combat training and school events. Equipped with three-dimensional hologram projection simulation, most of the combat training sessions against virtual Voids are conducted here. Events like the ball games tournament and the POP Tournament are also held in this arena.

Valkyria students can freely use the arena by submitting a request. It is utilized for various purposes, such as teams conducting independent practice to enhance their teamwork or engaging in personal mock battles between teams.

③. Lecture Buildings

These are facilities where students attend lectures. There are two two-story buildings, the First Lecture Building and the Second Lecture Building, standing side by side. Generally, each team uses one room for their lectures, but larger rooms are also available for lectures attended by multiple teams simultaneously.

④. Library

This facility is used by students to borrow and read books. The library houses approximately 500,000 volumes, including books related to Princesses and Voids, as well as a variety of other genres. Entry requires a student or staff ID, so typically, Princesses from other schools and the general public cannot access it. However, companions of students or staff can enter by registering their personal information.

⑤. Grounds

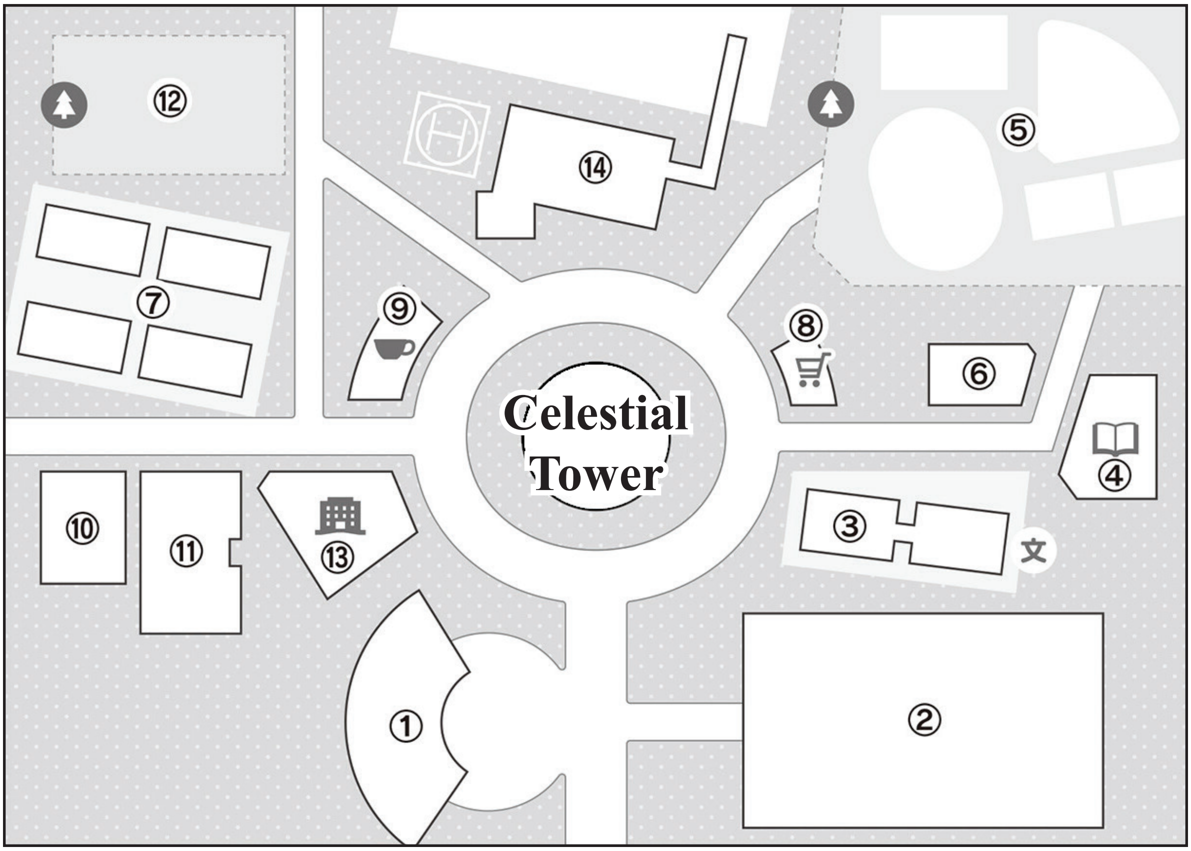
This is an outdoor space for students to engage in physical activities. While it is often used for club and circle activities, any student can use it upon application. The grounds include tennis courts, a baseball field, and a soccer field, and are frequently used by many students during their free time and after classes. Additionally, many students enjoy playing sports with their team members to strengthen their bonds.

⑥. Laboratories

These rooms are designated for students to conduct research. Although not very large and more akin to compact classrooms, they are equipped with various experimental supplies and maintenance machinery. Primarily, they are intended for students interested in scientific experiments and observations. However, students are also allowed to maintain and modify their Dress Codes here, provided they submit an application and report, making it a popular facility for those purposes.

⑦. Student Dormitories

These are residential facilities for students. The dormitory is divided into four buildings: the North, South, East, and West Halls. As Valkyria operates a full boarding system, every team of three students is assigned a room in one of these halls. Each hall has a large communal bath on the top floor that can accommodate over 20 people, which becomes crowded with students at night. There is also a common space with a kitchen on the first floor of each hall where students



can freely use ingredients. Consequently, it is common to see cooking enthusiasts among the students preparing their own meals.

⑧. School Store

This is a place for students to purchase food, stationery, books, and other items. Although the selection isn't extensive, the store sometimes sells original beverages and packed lunches, attracting regular student visitors. Recently, the new "Carbonara" has become very popular among students, often resulting in intense competition for it during lunch breaks.

⑨. Café Terrace

This facility is used by students and staff for dining and taking breaks. The terrace seating is extensive and bustling with students on sunny days. Meals are served buffet-style, with a varied menu that changes daily.

⑩. Studio

This facility is used for recording music and shooting photos and videos. Provided by the school for the entertainment of students, it is widely used by music and theater clubs and circles. Any student can apply to use the studio, but securing a reservation is challenging due to high demand.

⑪. Gym

This facility is for indoor strength training and fitness yoga. Staffed by trainers, it offers health monitoring and advice for enhancing physical capabilities. The gym is well-equipped with running machines, exercise bikes, chest presses, and also includes a heated pool.

Additionally, it serves as a gymnasium and dojo for indoor sports. There are spaces within the gym for various sports, allowing students to play basketball, volleyball, and other ball games, as well as practice martial arts like kendo and judo.

⑫. Rose Garden

This is a rose garden with a fountain, maintained by dedicated gardeners. In the blooming season, the garden is a beautiful sight with many roses. The peak viewing time is from April to June when roses of various colors bloom. While fewer people visit out of season, it becomes a preferred spot for students who are introverted or dislike crowds.Additionally, it serves as a gymnasium and dojo for indoor sports. There are spaces within the gym for various sports, allowing students to play basketball, volleyball, and other ball games, as well as practice martial arts like kendo and judo.

⑬. Staff Building

This building houses the offices of Valkyria's staff, including instructors, Command Center members, and administrators of various facilities. To reserve facilities, paperwork must be submitted to the administrative office here.

⑭. Port & Helipad

Located in the northwest of Valkyria, this port and helipad are the arrival points for non-Princess visitors to Valkyria. Since students are allowed to move around using Dress Codes in the Tenkai Archipelago, they rarely use these facilities. However, during events, many visitors come, so the port and helipad are equipped to accommodate numerous boats and helicopters.

Activate

Queen Voids are mutant types of Voids that parasitize various objects and organisms on Earth by transferring their consciousness. Their main bodies reside in outer space and cannot appear on Earth beyond the Celestial Sphere. However, their physical forms can appear on Earth through “Dimensional Corridors” that arise due to anomalies in the Celestial Core or by chance. This phenomenon of Queen Voids physically manifesting on Earth is referred to as “Activate.” The following explains the characteristics and nature of activated Queen Voids.

Appearance of Queen Voids

Queen Voids are mutant varieties of Voids that emerged after the construction of the Celestial Sphere. They learned that they could no longer invade Earth due to the Celestial Sphere and acquired the ability to parasitize through mental transfer. Now, they lurk on Earth in a mental form, accumulating dark Precious Energy and aiming to “Activate” by destroying the Celestial Core.

The activation of Queen Voids has surged worldwide in recent years, mostly occurring in areas where Dimensional Corridors, like the Dark Sea Area near the Tenkai Archipelago in Japan, frequently form. In one country, the emergence of a massive Dimensional Corridor led to the activation of Queen Voids and the appearance of numerous Voids. That country was temporarily devastated but managed to eliminate the Voids with the help of skilled Princesses dispatched from other nations. This incident has led to an international approach in dealing with the activation of Queen Voids.

In recent years, to counteract the rapid increase in Queen Voids, princesses representing various countries have formed the “International Princess Union (IPU).” In domestic contexts, it is commonly referred to by its acronym, “IPU.” Generally, the response to Queen Voids is managed by local Princesses. However, if their power is deemed too great for the country to handle alone, Princesses affiliated with the IPU from around the world are dispatched for assistance.

Activate in Japan

In Japan, there have been two instances of Queen Void activation in the past. The first was during the “Misora Invasion,” when the Celestial Core above Mikusora City was neutralized by mysterious radio interference, and over 100 large Voids descended. These large Voids were led by a Queen Void known as “Morgan.”

When Morgan activated in Mikusora City, its strength was incomparable to other large Voids, forcing many Princesses to retreat from the battlefront. However, the “Rainbow Princesses” of Fairy Tale united their powers and successfully defeated Morgan along with many other large Voids.

The cause of Morgan’s activation has been the subject of various speculations among researchers. One prevalent theory is that Morgan, having parasitically hidden on Earth, impersonated an employee of the Celestial Core’s managing company and caused anomalies in the Celestial Core. At the time of the “Misora Invasion,” many aspects of Queen Voids’ nature and capabilities were still shrouded in mystery, leading the nation to focus on elucidating Queen Void ecology and strengthening the security of the Celestial Core following the incident.

The second instance of activation in Japan occurred 15 years after the “Misora Invasion.” Two Queen Voids named “Skuld” and “Gróa” suddenly appeared in the Tenkai Archipelago. The area where their physical forms were detected was near the Dark Sea Area, where large-scale submarine volcanic eruptions were frequent. Consequently, it was concluded by the nation that the massive “Dimensional Corridors” were the cause of this activation, although the true reason remains unclear.

These two Queen Voids began their invasion towards the Celestial Tower and at one point reached the final defensive line of Valkyrie Island. However, the then-strongest team at Valkyria, "Ginnungagap," fought valiantly and successfully repelled both Queen Voids. After sustaining heavy damage from Ginnungagap's counterattack, Skuld and Gróa retreated and disappeared deep into the Dark Sea Area.

Subsequent expeditions to the Dark Sea Area failed to locate the main bodies of Skuld and Gróa, leaving their whereabouts and status unknown. However, in the Tenkai Archipelago, there have been sightings of human forms parasitized by the consciousness of Skuld and Gróa. What they are planning, and why they do not appear in their physical forms, remains a mystery to everyone.

Methods of Activation

Queen Voids use various means to attempt activation. This includes activating a Dimensional Transfer Device by gathering a large amount of dark Precious Energy, infiltrating through "holes in the Celestial Sphere" caused by the destruction or anomaly of the Celestial Core, and appearances of massive "Dimensional Corridors" in the submarine volcanoes of the Dark Sea Area. Some activations are deliberate actions by Queen Voids, while others occur by chance.

When activation occurs, Queen Voids store humans or animals they were previously parasitizing as "Dark Hearts" in their own "coffins." Destroying a Queen Void allows for the extraction of the "coffin," similar to a regular Void, and the performance of Precious Aid. Successful Precious Aid restores consciousness to those who were once parasitized. Generally, these individuals remember the time when they were parasitized by the Queen Void, but if the duration as a host was long, they may lose all memory of that period.

Frequency of Activation

Queen Void activations do not occur frequently. In fact, only a few have been confirmed in Japan to date. However, the very fact that Queen Voids have begun active operations is a recent development, so the nation is concerned about an increase in activations in the future.

Activated Queen Voids are immensely powerful entities. Therefore, once an activation occurs, Princesses are immediately called upon to deal with the Queen Void. However, ordinary Princesses are no match for a Queen Void. For this reason, in missions to repel Queen Voids, exceptionally skilled Princesses or those with high compatibility rates are usually selected.

In the Tenkai Archipelago, due to the presence of the Dark Sea Area, the risk of activation is considered much higher than in other regions. If a Queen Void activates near the Tenkai Archipelago, teams of at least Expert Rank, and preferably Master Rank, are dispatched as a standard response.

Objectives of Queen Voids

Activated Queen Voids generally act with the goal of "Void invasion of Earth." However, even though their ultimate objective is the same, their specific actions are divided into three categories.

The first type prioritizes group invasion. After activation, these Queen Voids aim to join other Voids and initially plan to destroy the Celestial Core or Celestial Tower.

This type of Queen Void typically refrains from indiscriminate attacks on urban areas or harming people. Therefore, if dealt with promptly after activation, their damage can be minimized. However, any delay in response can lead to significant damage.

The second type prioritizes individual invasion. After activation, they use any means to gather dark Precious Energy and strive to gain more power. As a result, they often attack urban areas.

Among this type, some Queen Voids seek to battle stronger Princesses. To lure powerful Princesses to the battlefield, they may resort to destroying urban areas or taking hostages.

The third type acts to activate "Solomon" (referenced in "PW" P46). Some Queen Voids swear absolute loyalty to Solomon and primarily aim to gather the large amount of dark Precious Energy needed for Solomon's activation.

These Queen Voids strategize on how to efficiently collect dark Precious Energy, sometimes resorting to cunning methods. They not only target densely populated areas but also, at times, destroy historical buildings or valuable natural heritage to gather dark Precious Energy.

Soleil Core

At first glance, Queen Voids may appear similar to other large Voids in appearance and body structure. However, they possess a distinctive part unique to them called the "Soleil Core," a high-dimensional engine. Every Queen Void is equipped with a Soleil Core.

The Soleil Core is a mechanism that compresses and converts dark Precious Energy into power, essentially acting as a semi-perpetual engine capable of generating virtually infinite energy. While there is a limit to the amount of energy it can produce at once, it still far exceeds the propulsion and destructive power of ordinary large Voids.

When a Queen Void activates its Soleil Core, it becomes enveloped in a shimmering, spherical aura of energy, resembling the sun, hence the name "Soleil Core

Some Queen Voids are equipped with two Soleil Cores, known as "Twin Soleil." The aura colors of these Queen Voids differ between the two hemispheres, corresponding to the types of their Soleil Cores.

Captured Queen Voids

Destroying the physical body of an activated Queen Void results in the annihilation of its consciousness. However, in cases where a Queen Void repents, admits defeat, or surrenders, it may be captured as a prisoner. While no such cases have occurred in Japan, around ten Queen Voids have been captured worldwide.

The consciousness of a captured Queen Void is transferred to a special "prosthetic body" prepared by the government. This body, made using the latest technology, closely resembles a human and is indistinguishable from an actual person at a glance. It also includes a program that controls the Queen Void's parasitic abilities, preventing the transferred Queen Void from infecting new human or animal hosts.

Meanwhile, the Queen Void's physical body is kept in a special facility under strict supervision. Its body and armaments are used for research and investigations, contributing to the development of new Princess Cores with special functions and new types of armaments.

After interrogation, captured Queen Voids are generally protected under the surveillance of the capturing country. In some cases, they are allowed to live in society under supervision. There are instances where captured Voids, after interacting with the kindness of humans, learned to produce Precious Energy and even began to operate as Princesses. In one country, a captured Queen Void learned to manipulate its self-generated Precious Energy and now actively contributes as a Princess.

NPCs List

This section introduces people related to the activities of Princesses, or those involved in life at Valkyria and the Tenkai Archipelago. Some Queen Voids are also introduced here.

When creating scenarios, these NPCs can be freely used.

They can also appear in scenes such as [PC’s Daily Life] or [Investigation Part].

Description Explanation

Each character is introduced with the following details.

①. Name

The character’s name.

②. Age

The character’s age.

③. Gender

The character’s gender.

④. First Person/Second Person

How the character refers to themselves and how they address others in dialogue is mentioned.

⑤. Quote

Lines that symbolize the character.

⑥. Description

Information about the character.

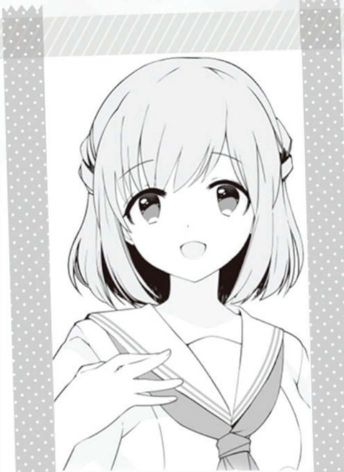
Scenario creators can use these NPCs in their stories, adapting the content written here or adding original settings not written. When creating PCs, it’s also possible to set these NPCs as “friends” or “relatives”.

However, if an NPC is already scheduled to appear in a scenario, there might be inconsistencies with the scenario’s content, so always get permission from the GM before creating or bringing them in.

Official NPC

Momo①haru Sakura

“Princesses should help each⑤ther. Leave the rear to us.”



Age: 1② Gender: Fe③le
1st Person: I (Watashi)
④
2nd Person: You (Anata)

Momoharu Sakura is a girl with peach-colored half-up hair and light blue eyes. She is enrolled in Valkyria and serves as the leader of the team “Kvasir.” Her character is somewhat leisurely and gentle, non-confrontational, and self-paced, making her beloved by her teammates and many other students.

Her motto “Princesses should help each other” motivates her to actively engage in exchanges with other teams, organizing tea parties and exchange mock battles that double as information sharing.

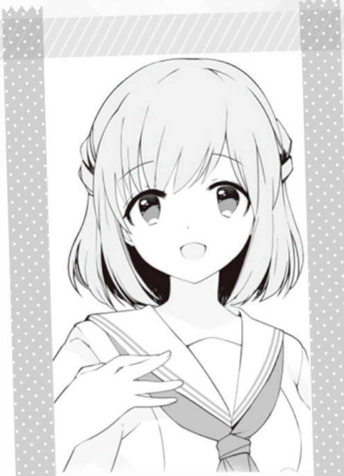
In her private life, she is active as a singer on the internet. She hasn’t revealed her face but has made a CD debut and is hugely popular among ⑥iddle and high school students. She keeps this a secret due to shyness, but occasionally, she is spotted singing in the studio.

She is currently pondering her future path, whether to become a teacher at a Princess training academy or pursue a career as a singer.

Official NPC

Momoharu Sakura

"Princesses should help each other. Leave the rear to us."



Age: 14 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

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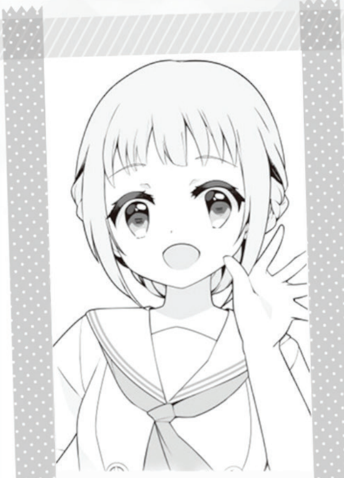
Official NPC

Daidai Natsuki

"Hey, hey, check out my Dress Code! Isn't it super cool?"



Age: 15 - Gender: Female
1st Person: I/Me (Uchi)
2nd Person: You (Kimi)

Daidai Natsuki is a girl with tangerine-colored hair styled in a chignon and green eyes. She is a student at Valkyria and serves as the leader of team "Sol." She's an innocent, lively, and active girl, known for her Kansai dialect and short stature. Her charming actions and youthful personality often earn her the label of 'cute' from those around her. However, she is conscious of how others perceive her and aims to be revered as a 'reliable leader'.

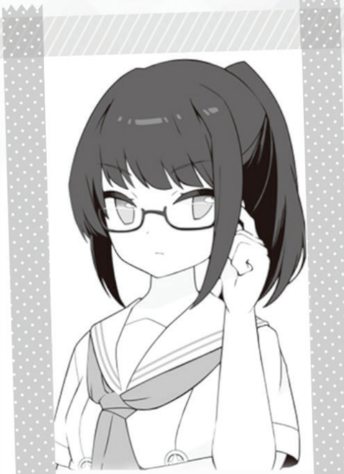
Natsuki is passionate about making short form videos, recently focusing on creating dance videos to popular songs with her own choreography. While her filming often involves others, few find it bothersome, and many actually support her enthusiastically.

She has a grandmother from Yuizuki Island and is very close to her, being a self-professed "grandma's girl." She harbors a strong desire to "restore her grandmother's homeland."

Official NPC

Misora Ako

"I don't like crowd place... But I might consider going if it's just the two of us..."

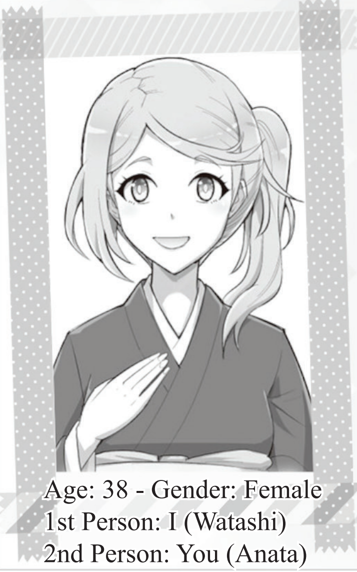


Age: 15 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

Misora Ako is a girl with blue hair tied in a ponytail. She is enrolled at Valkyria and leads the team "Heimdal." She is intellectual, cool, and elusive, which often results in people keeping their distance from her. However, she actually wants to get along with everyone but doesn't know how to, leading to her struggles in social interactions. On the other hand, those who manage to get close to her experience her deep loyalty, highlighting an intriguing aspect of her personality.

Ako is the older sister of Misora Sora (from "PW" P42) and often feels envious of her sister's ease in socializing. At the same time, she takes pride in her superior abilities as a princess compared to her sister.

Currently, Ako lives apart from her mother, Misora Hinata (from "PW" P43), which has led to her feeling homesick. She also feels a strong sense of loneliness due to her mother's busy work schedule and the lack of attention she receives.



Age: 38 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

Official NPC

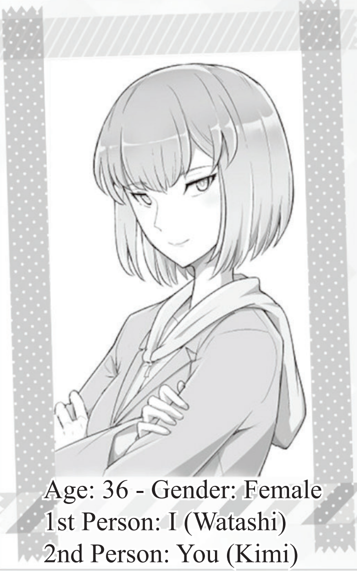
Sairenji Sakuya

"Would you lend me your strength to protect the world?"

Sakuya is the principal and the chief commander of the command division at Valkyria. She is known for her elegant and mature demeanor and is beloved as a caring principal. A former member of the "Seven-Colored Princesses," she has been involved in the establishment of Valkyria based on her experiences at various princess training academies around the world.

Despite being a principal, she actively scouts talented princesses and occasionally travels across the country for this purpose. Consequently, many princesses have been admitted to Valkyria upon her recommendation.

Though now retired, her combat data from her prime is preserved and used in holographic training simulations at Valkyria's arena. Despite many confident princesses challenging her, 95% have been defeated.



Age: 36 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Kimi)

Official NPC

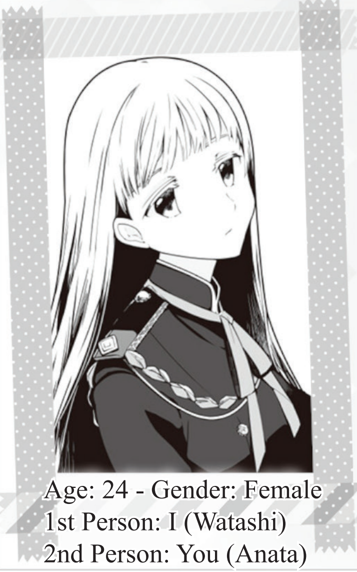
Minase Kirie

"Hey, can you hear me? It's your turn, my cute 'Right Hand' and 'Left Hand'!"

Kirie is a faculty member at Valkyria and a researcher developing weapons. She appears cool but is genuinely kind-hearted. With a strong intellectual curiosity, she spends a lot of time conducting various experiments in her lab. She claims to "hear the voices" of weapons and is often seen seemingly conversing with them.

Her weapon development focuses on practicality and ease of use for princesses. She enjoys creating unique weapons tailored to individual princesses and will complete any weapon requested by a student.

One of the "Seven-Colored Princesses," she still retains strong aptitude despite being at an age where retirement is typical. In emergencies, she joins students on the frontline.



Age: 24 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

Official NPC

Fukuhara Nagi

"That concludes the briefing for the mission. Please make sure to return safely."

Nagi is a faculty member and a staff officer at Valkyria's command division. She is known for her scarce expressions, calm demeanor, and serious work ethic, shrouded in mystery due to her reticence about personal matters.

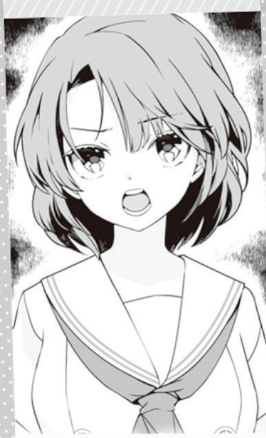
Possessing an eidetic memory, she excels in strategic planning. Sairenji Sakuya, the principal and chief commander, highly values her capabilities, often entrusting her with planning and briefing missions. Known for her rigorous training classes, she is famous for her Spartan teaching methods.

A valedictorian graduate of the Fairy Tale's Operator Training Program, Nagi used to be a cheerful girl who laughed a lot, but changed after a friend was attacked by a Void.

She has low aptitude for Precious Energy, which led her to give up on becoming a Princess.

Official NPC

Haizaki Mafuyu



Age: 16 - Gender: Female
1st Person: I (Watashi)
2nd Person: You (Anata)

"Just a little more... I'm sure it's just a bit more! Don't get in my way...!"

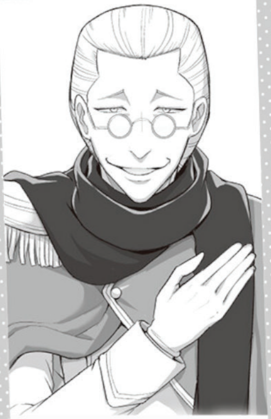
Mafuyu is a Dark Princess active in the Tenkai Archipelago. Originally a Valkyria student and leader of Team "Fimbul," she turned into a Dark Princess driven by revenge and the wish to resurrect her best friend lost during a large-scale operation. Believing the tragedy was due to Valkyria's flawed strategy, she joined forces with the Void "Skuld" who promised a way to bring her friend back.

She now hunts princesses, not hesitating to use any means necessary to achieve her goal.

Known for her formidable strength, she has overwhelmed even experienced princesses and is referred to as the "Grey Reaper" by Valkyria's command division due to her scythe-wielding battle style.

Official NPC

Skuld



Age: 25 - Gender: Male
1st Person: I (Watashi)
2nd Person: You (Anata)

"Come, come, wouldst thou not join our illustrious assembly?"

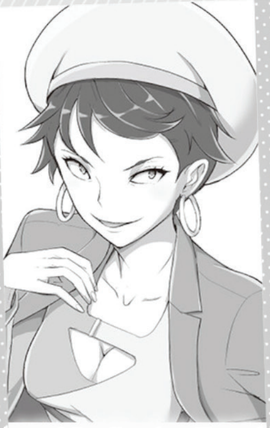
One of the Queen Voids activated in the Dark Sea Area of the Tenkai Archipelago. After a battle with Valkyria, his damaged body vanished into the deep sea, and he currently lurks somewhere, using his parasitic abilities to operate in the archipelago as a young man.

His aim is to regenerate his body in the deep sea, gathering dark Precious Energy. He has a particular obsession with Dark Princesses, who efficiently generate this energy, and seeks to sway more Valkyria princesses to his side.

Skuld is known for his theatrical mannerisms, preferring convoluted speech and metaphors.

Official NPC

Gróa



Age: 25 - Gender: Female
1st Person: I (Atashi)
2nd Person: You (Anta)

"Ahahaha! What delightful expressions you all have! Amuse me more, won't you?"

Another Queen Void activated in the Dark Sea Area, Gróa, like Skuld, real body currently hides in the deep sea. She appears unpredictably throughout the Tenkai Archipelago, masquerading as a lady.

A sadist who finds pleasure in human suffering, she is combative and relentlessly torments those she targets.

She revels in fighting strong princesses, aiming to break their spirits completely.

Gróa possesses the ability to erase memories of humans she touches directly, using it to strip many princesses of their memories, forcing some to abandon their roles as princesses.

PLAYER SECTION

PRINCESS WING

About This Section

This book contains additional [Sample Characters] and data for PLs to use when creating their PCs. Here, we will briefly introduce the new [Sample Characters] and data added in this book.

Additional Sample Characters

In this book, four new [Sample Characters] are added. Each [Sample Character] uses new 〈Princess Cores〉, 〈Special Techniques〉, 〈Armaments〉, and 〈Wing Drives〉 that are presented in this book.

For how to use [Sample Characters], please refer to “PW” page 50.

Copying Variations

On page 40, Variations of the Sample Characters added in this book are presented. For quick start procedures (as outlined in “PW” page 50), when transcribing data to a sheet, prepare a Variation sheet and copy the data of the Variation from page 40.

Additionally, all Sample Characters with all necessary fields filled in are available as PDFs for download from the Princess Wing official website. You may print or download these PDFs and use them directly instead of transcribing data onto a Variation sheet.

Additional Life Tags

This book adds three new [Life Tags]. Also, three new tables are added to further deepen the setting of the PCs.

[Life Tags] and tables for deepening the setting of PCs are used when creating PCs. For the method of creating PCs, please refer to “PW” page 48.

New Princess Cores

This book introduces new 〈Princess Cores〉 to use when creating PCs, including 〈Little Mermaid〉, 〈Belle & Beast〉, 〈Gretel Pot〉, and 〈Divine Kaguya〉.

For interpretation of the values and data presented, please refer to “PW” page 80.

New Special Techniques

This book presents new 〈Special Techniques〉 to use when creating PCs.

For interpretation of the values and data presented, please refer to “PW” page 88.

New Armaments

This book presents new 〈Armaments〉 to use when creating PCs.

For interpretation of the values and data presented, please refer to “PW” page 92.

New Update Bonus

This book includes new [Update Bonus] for upgrading PC data.

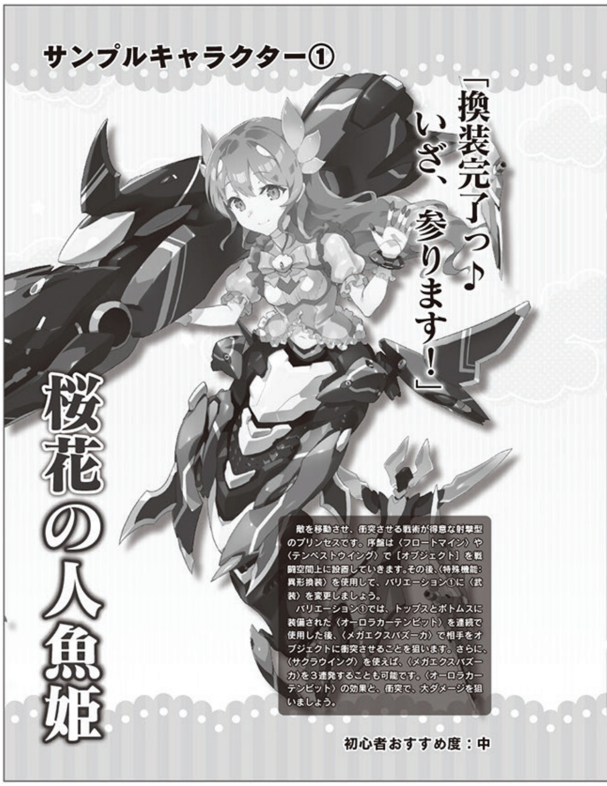
For the method of upgrading PC data, please refer to “PW” page 114.

New Wing Drives

This book introduces new 〈Wing Drives〉 to use when creating PCs.

For interpretation of the values and data presented, please refer to “PW” page 102.

サンプルキャラクター①



「換装完了っ♪
いざ、参ります！」

桜花の人魚姫

敵を移動させ、衝突させる戦術が得意な射撃型のプリンセスです。序盤は〈フロートマイン〉や〈テンペストウイング〉で［オブジェクト］を戦闘空間上に設置していきます。その後、〈特殊機能：異形換装〉を使用して、バリエーション①に〈武装〉を変更しましょう。

バリエーション①では、トップスとボトムスに装備された〈オーロラカーテンビット〉を連続で使用した後、〈メガエクスバズーカ〉で相手をオブジェクトに衝突させることを狙います。さらに、〈サクラウイング〉を使えば、〈メガエクスバズーカ〉を３連発することも可能です。〈オーロラカーテンビット〉の効果と、衝突で、大ダメージを狙いましょう。

初心者おすすめ度：中

特技

特技名	消費ＴＰ	効果	参照
イラプションバレット	1	このアクションフェイズの間、自分が武装の効果によって敵を移動させるとき、その移動の直後に追加で【移動値】を1としてその敵に移動を行なわせることができる。また、このときの移動先は自分が指定する。	P48
エリアインヴェイド	2	このアクションフェイズの間、自分が装備しているすべての武装の効果に記載されている「自分の周囲全方位1マス」を「 のすべてのマス」として扱うことができる。	P48
グレイズウェポ	3	分が行なった武装攻撃に対して緊急回避を行った対象は、緊急回避の直後に3点のダメージを る。この特技は1シナリオに1回まで使用可能である。	P48

プリンセスコア

プリンセスコア名	最大ＨＰ	最大ＴＰ	ＳＳ値	移動値
トルマーメイド	50	20	4	2

特殊機能	効果	参照
異形換装	キャラクター作成時、バリエーションをひとつ そのバリエーションの作成では、ひとつの武装に限り、本来の部位に関係なく装備することができる。 ングに手札を1枚捨てることで、好きなバリエーションに武装を変更することができる。また、自分 戦闘中の好きな 、手札を捨てずにキャラクターシートの武装に武装を戻すことができる。	P44

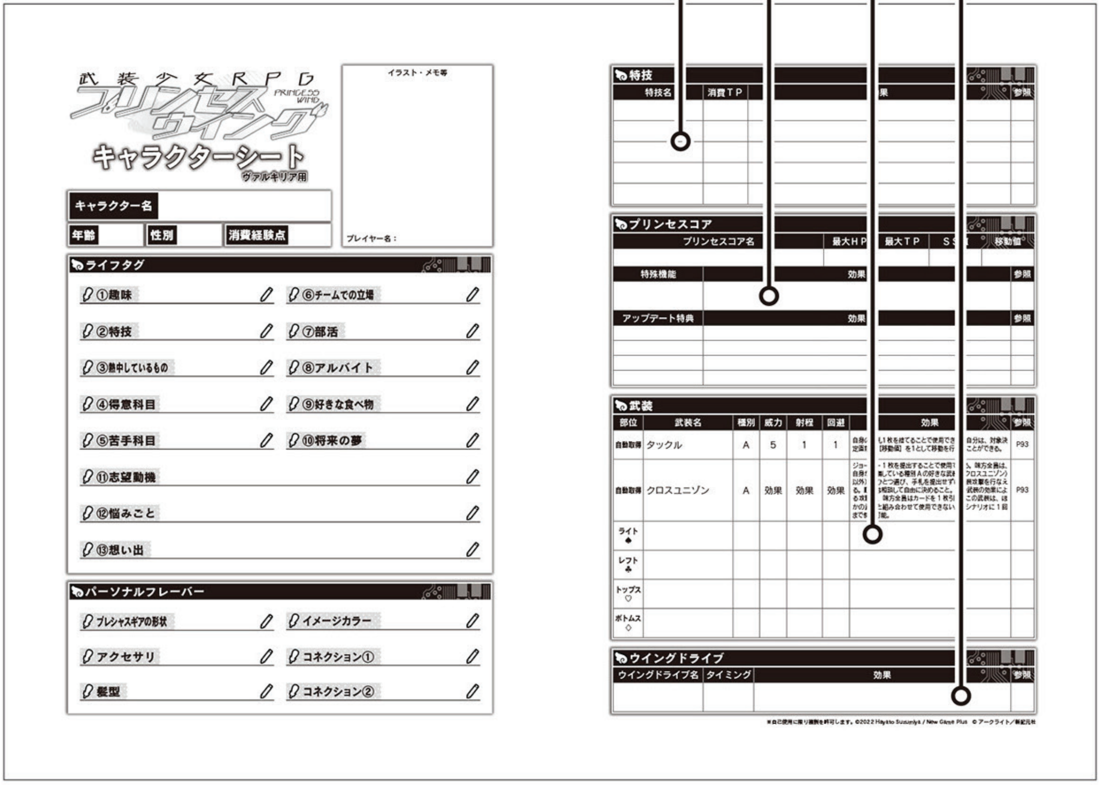
アップデート特典	効果	参照

武装

部位	武装名	種別	威力	射程	回避	効果	参照
自動取得	タック	A		1	1	自身の手札1枚を捨てることで使用できる。自分は、対象決定直前に【移動値】を1として移動を行なうことができる。	PW P93
自動取得	クロスユ ゾン	A		効果	効果	ジョーカー1枚を提出することで使用できる。味方全員は、自身が装備している種別Aの好きな武装（〈クロスユニゾン〉以外）をひとつ選び、手札を提出せずに武装攻撃を行なえる。順番は相談して自由に決めること。この武装の効果による攻撃後、味方全員はカードを1枚引く。この武装は、ほかの武装と組み合わせて使用できない。1シナリオに1回まで使用可能。	PW P93
ライト ♠	フロート イン	A		–		全方位1マスのうち、好きな1マスにオブジェク 設置する。	P52
レフト ♣	フロート イン	A		–	–	自分の 全方位1マスのうち、好きな1マスにオブジェクト：ボム 設置する。	P52
トップス ♡	テンペ ウイング	A		–	–	戦闘空 のすべてのマスのうち、好きな1マスにオブジェクト：ト ードを設置する。	P55
ボトムス ◇	ティス ージャー	A		–	–	自分が 武装攻撃で使用する種別Aの武装の威力を+5、回避コ +1する。	PW P101

ウイングドライブ

ウイングドライブ名	タイミング	効果	参照
サクラウイング	アクション リアクション	自分 直ちに山札からカードを2枚引き、手 加える。さらに、このアク イズまたはリア ョンフェイズで、自分が次に使用する を追加で2回まで手札を捨 使用することが る。	P58



武装少女RPG
プリンセスウイング
PRINCESS WING
キャラクターシート
ヴァルキリア用

キャラクター名	
年齢	
性別	
消費経験点	

イラスト・メモ等

プレイヤー名：

ライフタグ

- ①趣味
- ②特技
- ③熱中しているもの
- ④得意科目
- ⑤苦手科目
- ⑥チームでの立場
- ⑦部活
- ⑧アルバイト
- ⑨好きな食べ物
- ⑩将来の夢
- ⑪志望動機
- ⑫悩みごと
- ⑬想い出

パーソナルフレーバー

- プレシャスギアの形状
- アクセサリ
- 髪型
- イメージカラー
- コネクション①
- コネクション②

特技

特技名	消費ＴＰ	効果	参照

プリンセスコア

プリンセスコア名	最大ＨＰ	最大ＴＰ	ＳＳ値	移動値

特殊機能	効果	参照

アップデート特典	効果	参照

武装

部位	武装名	種別	威力	射程	回避	効果	参照
自動取得	タックル	A	5	1	1	自身 札1枚を捨てることで使用でき 自分は、対象決定直前 【移動値】を1として移動を行 ことができる。	P93
自動取得	クロスユニゾン	A	効果	効果	効果	ジョー -1枚を提出することで使用で 、味方全員は、自身 装備している種別Aの好きな武 クロスユニゾン）以外） とつ選び、手札を提出せず 武装攻撃を行なえる。 相談して自由に決めること。 武装の効果による攻 、味方全員はカードを1枚引 この武装は、ほかの と組み合わせて使用できない シナリオに1回まで 能。	P93
ライト ♠							
レフト ♣							
トップス ♡							
ボトムス ◇							

ウイングドライブ

ウイングドライブ名	タイミング	効果	参照

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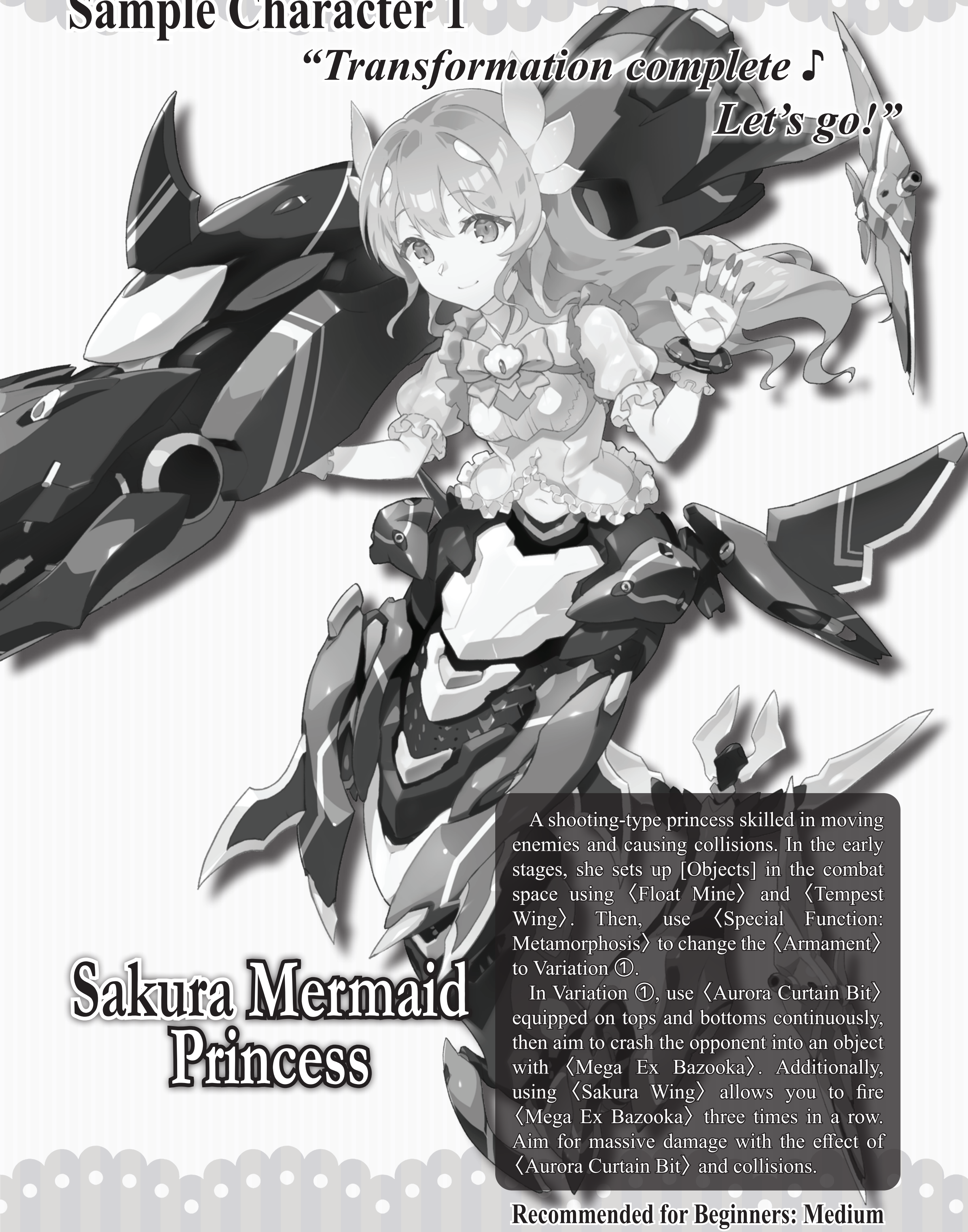
Sample Character 1

"Transformation complete ♪
Let's go!"



Sakura Mermaid Princess

A shooting-type princess skilled in moving enemies and causing collisions. In the early stages, she sets up [Objects] in the combat space using 〈Float Mine〉 and 〈Tempest Wing〉. Then, use 〈Special Function: Metamorphosis〉 to change the 〈Armament〉 to Variation ①.

In Variation ①, use 〈Aurora Curtain Bit〉 equipped on tops and bottoms continuously, then aim to crash the opponent into an object with 〈Mega Ex Bazooka〉. Additionally, using 〈Sakura Wing〉 allows you to fire 〈Mega Ex Bazooka〉 three times in a row. Aim for massive damage with the effect of 〈Aurora Curtain Bit〉 and collisions.

Recommended for Beginners: Medium

Special Technique

Name	TP	Effect	Page
Eruption Bullet	1	During Action Phase, when an enemy is moved by the effect of a Type-A Armament, you can make the enemy move 1 Square again in any direction.	P48
Area Invade	2	During Action Phase, change all Armaments equipped by you that can target “all surrounding Square” to “all Square on the Map.”	P89
Graze Weapon	3	During this Action Phase, targets that perform Emergency Evasion against your Armament Attack immediately take 3 Damage after the evasion. Can be used once per Scenario.	P89

Princess Core

Name	HP	TP	SS	Movement
Little Mermaid	50	20	4	2

Special Function	Effect	Page
Metamorphosis	During Character creation, create one Variation. In this Variation creation, one Armament can be equipped anywhere regardless of its Slot. During combat, by discarding one card at any time, you can switch to that Variation. Also, during combat, you can change back to your original Armaments set without discarding a card.	P44

Armaments

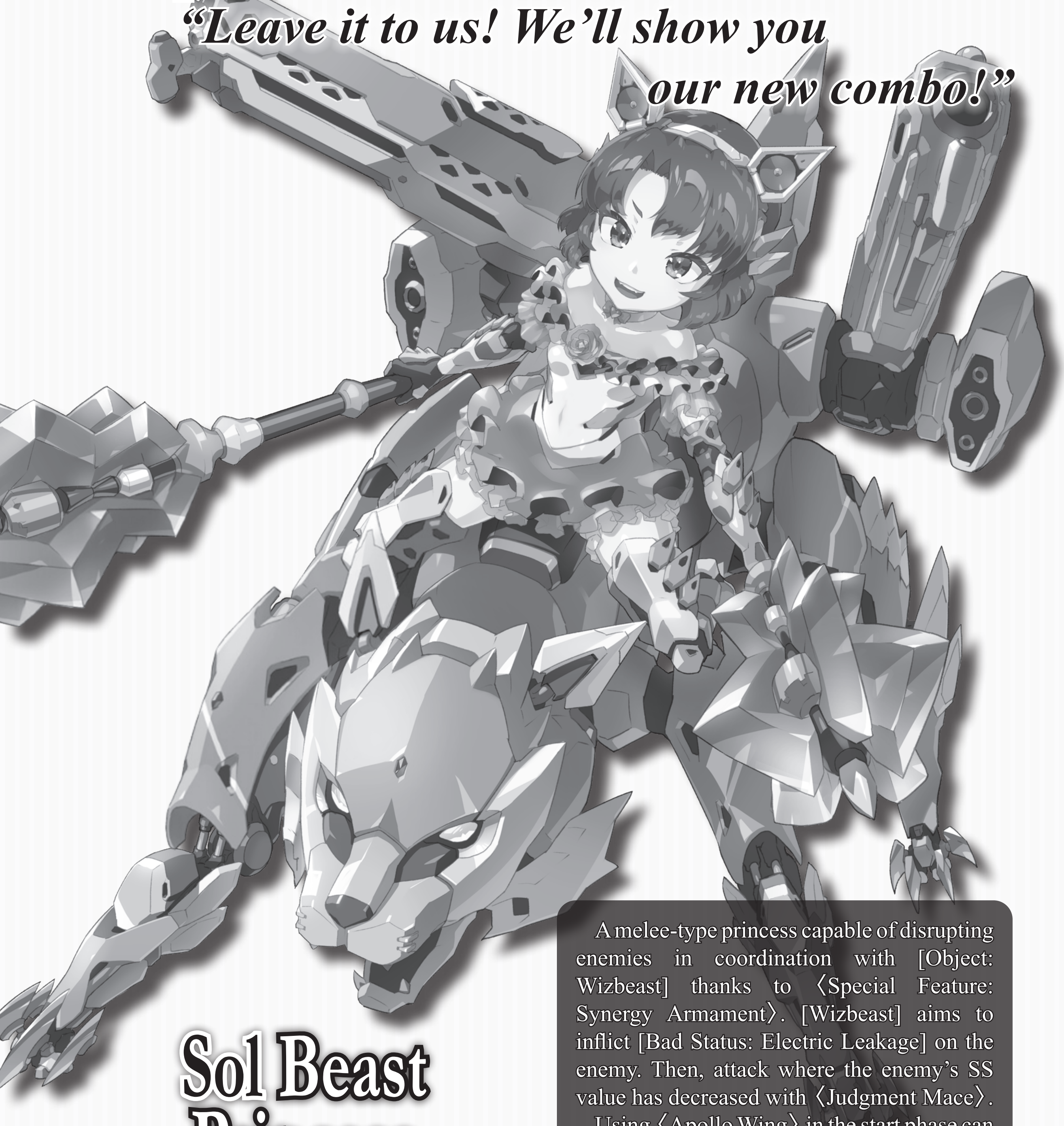
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	PW P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	PW P93
♠	Float Mine	A				Place an Object: Bomb in any one of the Squares surrounding you.	P52
♣	Float Mine	A				Place an Object: Bomb in any one of the Squares surrounding you.	P52
♡	Tempest Wing	A				Place an Object: Tornado on any one Square of the Combat Map.	P55
♢	Discharger	A				On next Type A Armament Attack, +5 to Power, +1 to Evasion Cost.	PW P101

Wing Drive

Name	Timming	Effect	Page
Sakura Wing	Action Phase & Reaction Phase	Draw 2 cards and add them to your hand. Additionally, during this Action Phase or Reaction Phase, you can use the next Armament you will use up to 2 additional times without discarding cards from your hand.	P58

Sample Character 2

"Leave it to us! We'll show you our new combo!"



Sol Beast Princess

A melee-type princess capable of disrupting enemies in coordination with [Object: Wizbeast] thanks to 〈Special Feature: Synergy Armament〉. [Wizbeast] aims to inflict [Bad Status: Electric Leakage] on the enemy. Then, attack where the enemy's SS value has decreased with 〈Judgment Mace〉.

Using 〈Apollo Wing〉 in the start phase can raise the [SS value] of all allies, enhancing the effect of 〈Judgment Mace〉 and enabling surprise attacks with the increased [SS value]. Time your moves to deliver a powerful blow to the enemy.

Recommended for Beginners: Low

Special Technique

Name	TP	Effect	Page
Graze Weapon	3	During this Action Phase, targets that perform Emergency Evasion against your Armament Attack immediately take 3 Damage after the evasion. Can be used once per Scenario.	P48
Rapid Move	1	Move 2 square. Can't Collide with Enemies.	PW P91
Overclock	3	Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.	PW P89

Princess Core

Name	HP	TP	SS	Movement
Belle & Beast	40	15	7	2

Special Function	Effect	Page
Synergy Armament	During Character creation, create one Variation. At the start of combat, set up an [Object: Wizbeast]. This [Object: Wizbeast] is equipped with the Armaments from the Variation created from this Special Function.	P45

Armaments

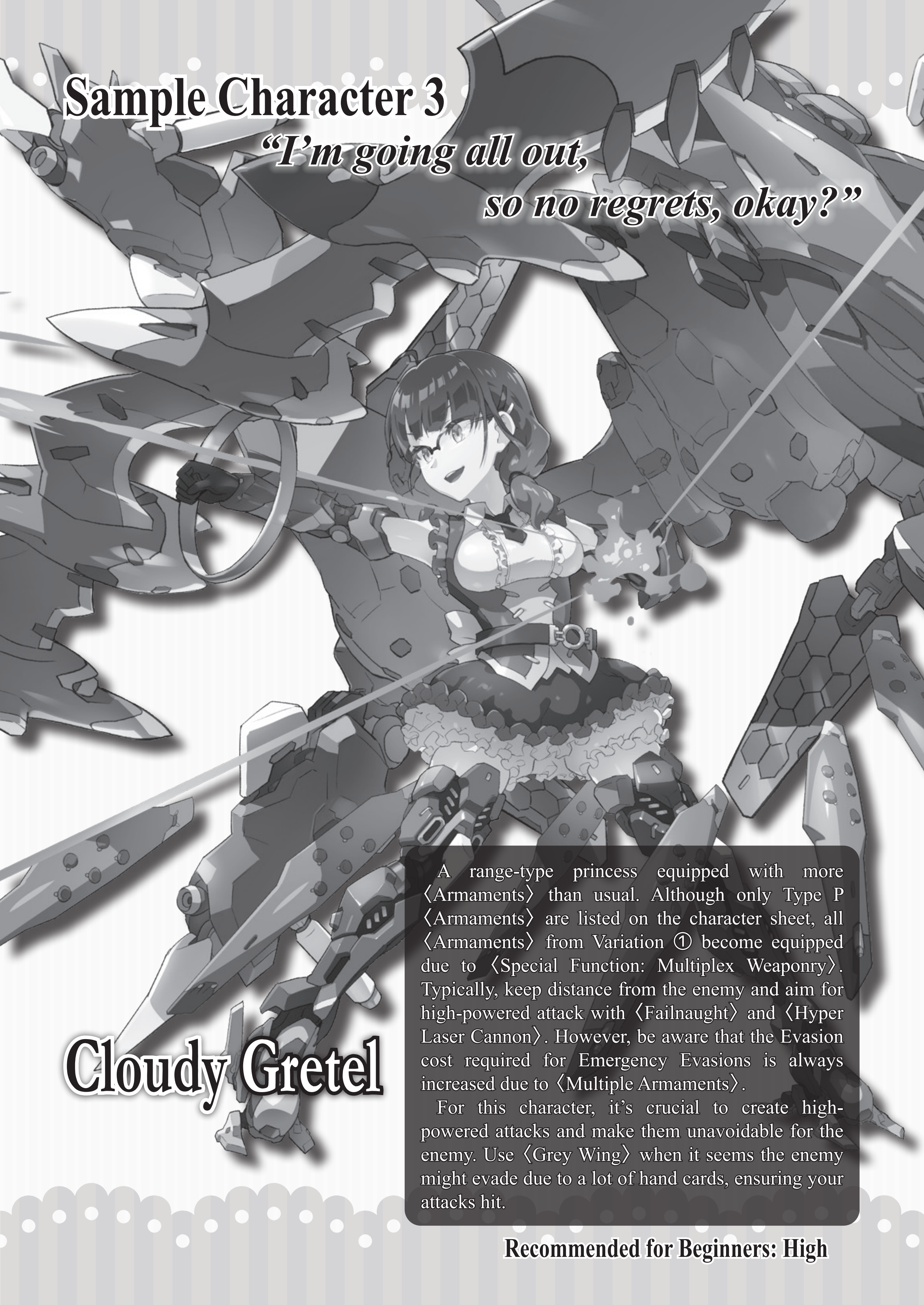
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	PW P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	PW P93
♠	Judgment Mace	A	12	1~2	2	Upon damage by this Armament, Targets additionally receives damage equal to [the difference in 【SS Value】 between you and the Target × 3].	P51
♣	Judgment Mace	A	12	1~2	2	Upon damage by this Armament, Targets additionally receives damage equal to [the difference in 【SS Value】 between you and the Target × 3].	P51
♡	Headgear Sensor	P				Increase the Evasion Cost of Armament equipped on ♠ Slot (Right) by +1.	PW P99
◇	Advanced Thruster	A				Draw 2 card and add to your hand.	PW P100

Wing Drive

Name	Timming	Effect	Page
Apollo Wing	At the start of Combat Part	Draw 2 cards and add them to your hand. Additionally, all Allies other than yourself immediately draw 1 card from the deck. Then, for this Round, add +3 to 【SS value】 for all allies.	P58

Sample Character 3

"I'm going all out,
so no regrets, okay?"



Cloudy Gretel

A range-type princess equipped with more 〈Armaments〉 than usual. Although only Type P 〈Armaments〉 are listed on the character sheet, all 〈Armaments〉 from Variation ① become equipped due to 〈Special Function: Multiplex Weaponry〉. Typically, keep distance from the enemy and aim for high-powered attack with 〈Failnaught〉 and 〈Hyper Laser Cannon〉. However, be aware that the Evasion cost required for Emergency Evasions is always increased due to 〈Multiple Armaments〉.

For this character, it's crucial to create high-powered attacks and make them unavoidable for the enemy. Use 〈Grey Wing〉 when it seems the enemy might evade due to a lot of hand cards, ensuring your attacks hit.

Recommended for Beginners: High

Special Technique

Name	TP	Effect	Page
Concentrate	3	During Action Phase, increase the Evasion Cost of 1 of your Armaments by [your distance from the target] +1 points. Can be used once per scenario.	P48
Quick Draw	3	Increase the Minimum range of one chosen Armament to 1 for 1 turn.	PW P90
Critical Shot	2	Increase the Power of one chosen Armament by +5. Can be used once per Scenario.	PW P90

Princess Core

Name	HP	TP	SS	Movement
Gretel Pot	55	15	5	1

Special Function	Effect	Page
Multiplex Weaponry	During Character creation, create one Variation. In combat, always treat this Variation as equipped. Also, the Evasion Cost required for your Emergency Evasions is permanently increased by +1 for all actions.	P46

Armaments

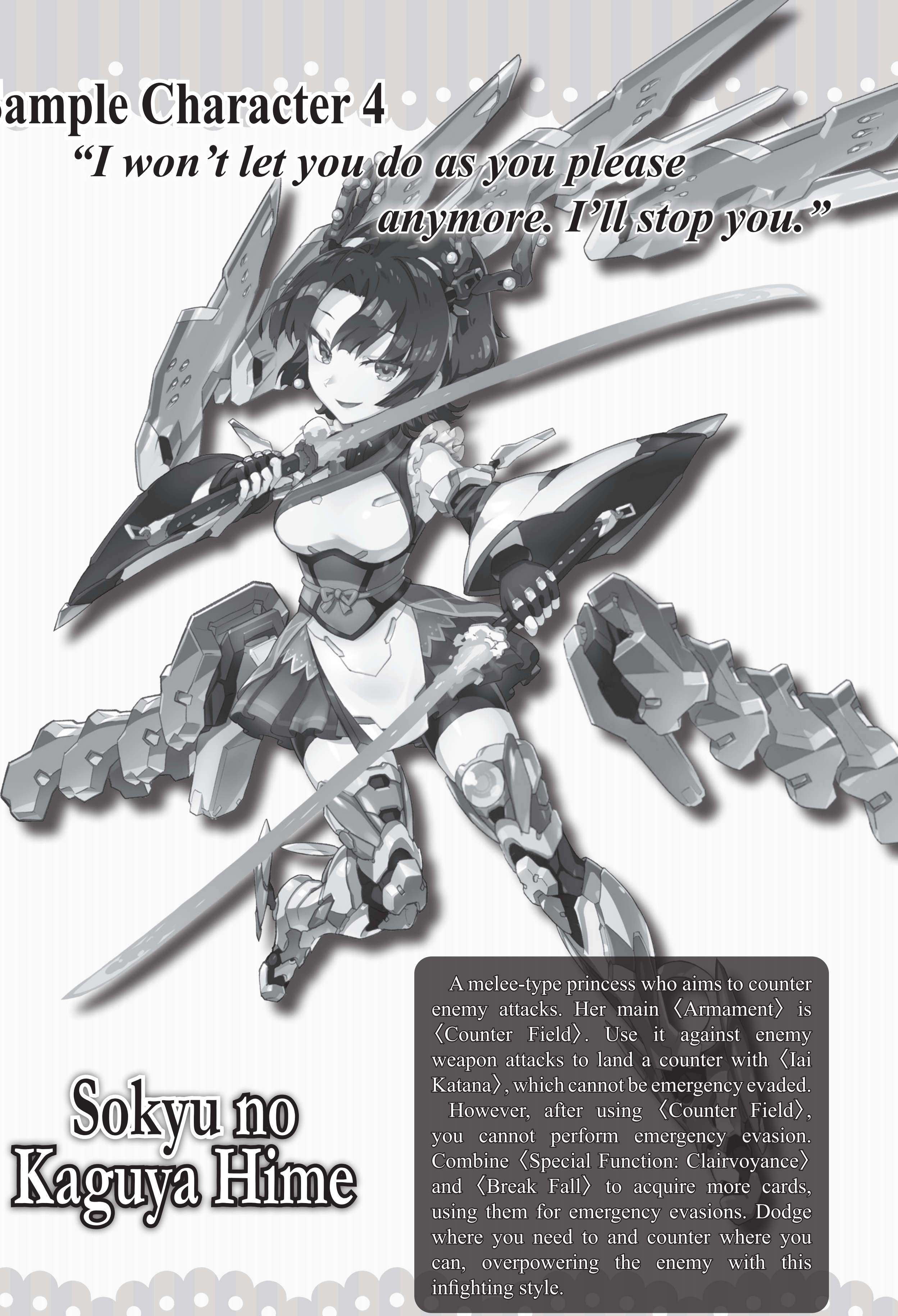
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	PW P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	PW P93
♠	Wedding Glove	P				Add +3 Power to all Armament Attack.	PW P97
♣	Wedding Glove	P				Add +3 Power to all Armament Attack.	PW P97
♡	Headgear Sensor	P				Increase the Evasion Cost of Armament equipped on ♠ Slot (Right) by +1.	PW P99
♢	Melty Skirt	P				When making Additional Use Armaments, treat ♢ cards in your hand as ♥ cards.	P57

Wing Drive

Name	Timming	Effect	Page
Grey Wing	Action Phase & Reaction Phase	Draw 2 cards and add them to your hand. Additionally, randomly choose 2 cards from an enemy's hand and discard them.	P58

Sample Character 4

"I won't let you do as you please anymore. I'll stop you."



Sokyu no Kaguya Hime

A melee-type princess who aims to counter enemy attacks. Her main 〈Armament〉 is 〈Counter Field〉. Use it against enemy weapon attacks to land a counter with 〈Iai Katana〉, which cannot be emergency evaded.

However, after using 〈Counter Field〉, you cannot perform emergency evasion. Combine 〈Special Function: Clairvoyance〉 and 〈Break Fall〉 to acquire more cards, using them for emergency evasions. Dodge where you need to and counter where you can, overpowering the enemy with this infighting style.

Recommended for Beginners: High

Special Technique			
Name	TP	Effect	Page
Draw Attention	3	During combat, when you are within the range of an enemy's Armament Attack, the enemy must choose you as the target whenever possible. Also, if the enemy can select multiple targets for an armament attack, they must choose you as one of them. Can be used once per scenario.	P49
Breakfall	1	Whenever you take damage from an Armament attack, draw 1 card from the deck and add it to your hand.	PW P91
Tactical Step	2	Perform an additional Preparation Timing twice. Can be used once per scenario.	PW P91

Princess Core				
Name	HP	TP	SS	Movement
Divine Kaguya	40	15	7	2

Special Function	Effect	Page
Clairvoyance	Every time an Armament is used during the Reaction Phase, draw 1 card from the deck and add it to the hand.	P47

Armaments							
Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	PW P93
Auto	Cross Unison	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be Additionally Used with others. Usable once per Scenario.	PW P93
♠	Iai Katana	A	9	1~2	2	When this Armament is used outside of your Action Phase, attacks from this Armament cannot be evaded.	P50
♣	Iai Katana	A	9	1~2	2	When this Armament is used outside of your Action Phase, attacks from this Armament cannot be evaded.	P50
♡	Seraphic Feather	A	6	2~4	2	Upon use, you can choose a card from the discard pile that has the same number as a card in your hand (excluding Jokers) and add it to your hand. Can be used once per Action Phase.	PW P98
♢	Counter Field	R				Upon use, discard 1 card from your hand. Choose an Type A Amament with the same suit as discarded card, that Armament will not trigger target Reaction Phase but Target can still use Emergency Evasion.	PW P101

Wing Drive			
Name	Timming	Effect	Page
Zenith Wing	Action Phase & Reaction Phase	Draw 2 cards and add them to your hand. Additionally, you can choose up to 2 cards from the discard pile and add them to the hand of any Character you like. You can distribute them one each to different Characters.	P58

Sample Character's Armament Variations

This section presents the Variations of the Sample Characters. When transcribing to a Variation sheet in the quick start procedure (refer to "PW" page 50), use the data presented on this page. For more details, refer to "PW" page 66.

Sakura Mermaid Princess: Armaments Variation ①

Slot	Name					Effect	Page
♠	Mega Ex-Bazooka	A	8	3~5	2	Upon damaged by this Armament, you can move target to anywhere in 3 square.	PW P97
♣	Blossom Wrist	P				When you move an enemy due to the Effect of a Type A Armament, you can immediately make Targets move 1 Square in any direction.	P53
♡	Aurora Curtain Bit	A	5	4~5	2	Until the end of the Action Phase from the end of this Armament Attack, each time the Target moves, it takes 3 points of damage.	P56
♢	Aurora Curtain Bit	A	5	4~5	2	Until the end of the Action Phase from the end of this Armament Attack, each time the Target moves, it takes 3 points of damage.	P56

Sol Beast Princess: Armaments Variation ①

Slot	Name					Effect	Page
♠	Stance Stinger	A	9	1	2	Upon damage by this Armament, Targets receive Bad Status: Electric Shock Level 1. If the Target already has Bad Status: Electric Shock, its level is increased by +1.	P51
♣	Stance Stinger	A	9	1	2	Upon damage by this Armament, Targets receive Bad Status: Electric Shock Level 1. If the Target already has Bad Status: Electric Shock, its level is increased by +1.	P51
♡	Shining Blaster	A	8	4~5	2	Upon damage by this Armament, you can choose a suit and discard any number of cards of that suit from your hand. If you do, give the Target the Bad Status: Electric Shock at the same Level as the number of cards discarded.	P55
♢	Advanced Thruster	A				Draw 2 card and add to your hand.	PW P100

Cloudy Gretel: Armaments Variation ①

Slot	Name					Effect	Page
♠	Failnaught	A				Upon use, you cannot perform Basic or Full Movements until this Armament is used again. When used, this Armament changes to the following data: "Type: A/Power: 20/Range: 6~8/Evasion: 3/Effect: After an attack from this Armament ends, this Armament reverts to its original data."	P51
♣	Hyper Laser Cannon	A	15	3~6	2	Upon use, choose a suit and discard x number of that suit from your hand, increase Power of this Armament by [discarded cards x 5]. But increase your Emergency Evasion cost by +1 till your next Action Phase.	P51
♡	Connect Wing	A				Move 2 Square. However, you cannot collide with an enemy due to this Armament. Then, choose either the Armament equipped on the ♠ Right or ♣ Left and use it without discarding a card from your hand. This Armament can be used once per Action Phase.	P55
♢	Drill Bit	A	6	1~2	2	Upon damage by this Armament, for 1 Turn, increase the damage from Armament Attacks by +3.	PW P100

Additional Life Tags

This section introduces the life tags and tables added in “VI” to deepen the background for PCs.

New Life Tags

In this book, new life tags are added for creating PCs belonging to Valkyria. The new life tags are: “⑥ Team Position”, “⑪ Motivation”, and “⑫ Worries”. “⑥ Team Position” replaces “⑥ Committee” and corresponds to the number 6 in cards. “⑪ Motivation” and “⑫ Worries” are partially adapted to Valkyria.

Also, a new Character sheet specifically for Valkyria PCs, [Character Sheet (Valkyria PC)], is added on pages 126-127. Use this Character sheet when creating a PC belonging to Valkyria.

Here, we briefly explain each of these additional Life Tags.

⑥. Team Position

This represents the PC’s position and role within a Valkyria team.

⑪. Motivation

This tag represents the reasons for the PC becoming a princess.

⑫. Motivation

This tag describes the current concerns or problems the PC is facing.

Other Stuff

The book adds various tables to further deepen the PC’s settings and background. The added tables are: “Team Name Table”, “Little Mermaid Shape Table”, and “Wizbeast Shape Table”.

Now, let’s briefly discuss each of these elements.

Team Name Table

For PCs belonging to Valkyria, decide the name of the team they are part of. Page 43 of the book contains a table for determining the Team Name using DOC method.

Little Mermaid Form Table

If the PC’s [Princess Core] is 〈Little Mermaid〉, decide what form they take after transformation through 〈Metamorphosis〉. Page 43 has a table to determine the shape after transformation using DOC method.

Wizbeast Form Table

If the PC’s [Princess Core] is 〈Belle & Beast〉 or has the [Update Bonus] of 〈Summoning〉, decide the appearance of their 〈Wizbeast〉. Page 43 contains a table for determining the shape of 〈Wizbeast〉 using DOC method.

Using the Tables

Tables for Life Tags and others are provided on pages 42-43, and their contents can be determined by randomly drawing a card for each table. In the tables, Roman numerals I to III are set, indicating that any number drawn with DOC can be chosen.

⑪ Motivation

	Motivation
A	Because I found Princesses and dress codes cute.
2	I wanted to become famous by being active as a Princess.
3	I was saved by a Princess when I was involved in the Void incident in the past.
4	My parents encouraged me to become a Princess or attend Valkyria.
5	Wanted to become a Princess to help people.
6	There is a Princess in Valkyria they adore.
7	Has high aptitude as a Princess and wanted to use it for something.
8	Wants to be admired by everyone by excelling as a Princess.
9	My mother or sister is a Princess.
10	Invited by a friend to become a Princess or attend Valkyria.
J	Daily life was boring, wanted to experience excitement.
Q	Just wanted to become strong.
K	Wanted to fly in the blue sky or admired the idea of flying.
Joker	No particular reason.
Extra	Other Motivation.

⑫ Worries

	Worries
A	Concerns about appearance.
2	Issues related to friends.
3	Worries about the future.
4	Financial problems.
5	Problems with studies.
6	Love-related worries.
7	Concerns about personal character.
8	Family issues.
9	Hobbies-related issues.
10	Problems related to part-time jobs.
J	Concerns related to club activities.
Q	Issues related to the team.
K	Concerns about being a Princess.
Joker	No particular worries.
Extra	Other Concerns.

⑥ Team Position

	Position
A	Leader
2	Second-in-charge
3	Strategist
4	Mood maker
5	Straight Man
6	Funny Man
7	Idol
8	Healer
9	Tanker
10	Berserker
J	Dark Horse
Q	Meddler/Busybody
K	Lone wolf
Joker	Helper/dual role with another team
Extra	Other preferred role

Team Name Table

	I	II	III
A	Brunhilde	Gjallarhorn	Alsvin
2	Eir	Gnipahellir	Sleipnir
3	Gjallarhorn	Gungnir	Vafthrudnir
4	Helfjotur	Svartalfheim	Garm
5	Hild	Skidbladnir	Nidhogg
6	Mist	Dainsleif	Hati
7	Elrun	Tyrfing	Fenrir
8	Ráðgríðr	Draupnir	Frezvelg
9	Reginleif	Naglfar	Jormungand
10	Sigrdrifa	Mistilteinn	Ratatoskr
J	Svanhild	Mjolnir	Gullinbursti
Q	Sigrun	Yalungur	Lindworm
K	Skalmold	Laevateinn	Heidrun
Joker	Yggdrasil	Ragnarok	Fafnir
Extra	Other		

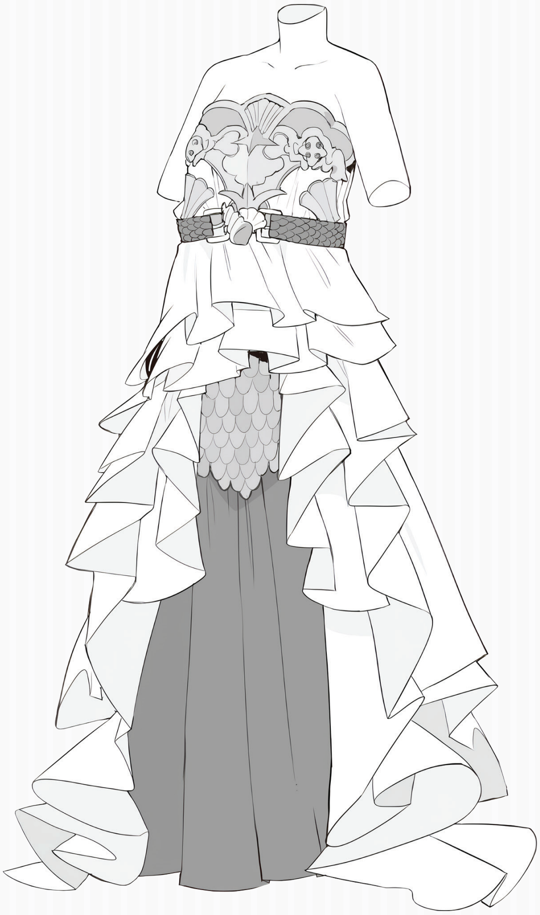
Little Mermaid Form Table

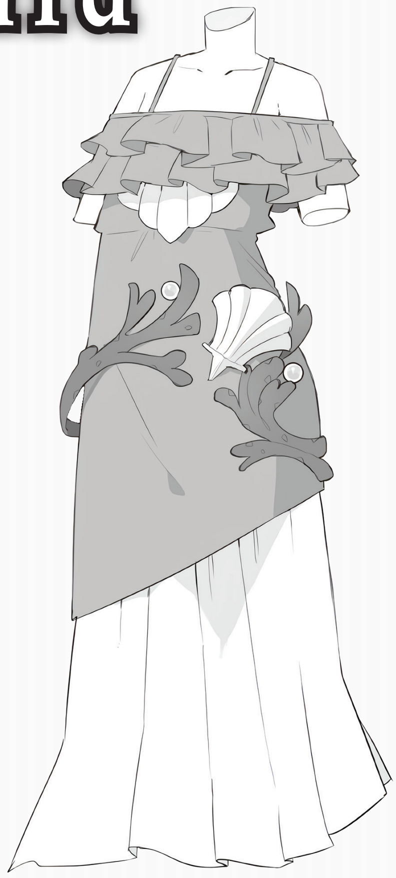
	Form
A	Hidden arms
2	Hidden legs
3	Arms that fly autonomously
4	Weapons that fly autonomously
5	One arm as a wing
6	Animal ears on the head
7	Horns on the head
8	Lower body of a fish
9	Lower body of a snake
10	Lower body of a spider
J	Lower body of a beast
Q	Tail attached
K	Shoulder-mounted artillery
Joker	Arm-mounted weapon control device
Extra	Other preferred shape

Wizbeast Form Table

	Form
A	Fish
2	Amphibian
3	Reptile
4	Bird
5	Canine
6	Feline
7	Whale
8	Insect
9	Mollusk
10	Spherical
J	Crustacean
Q	Dragon
K	Plant
Joker	Humanoid
Extra	Other preferred shape

Little Mermaid





Little Mermaid

Princess Core

Max HP: 60
Max TP: 20
SS Value: 3
Move: 1

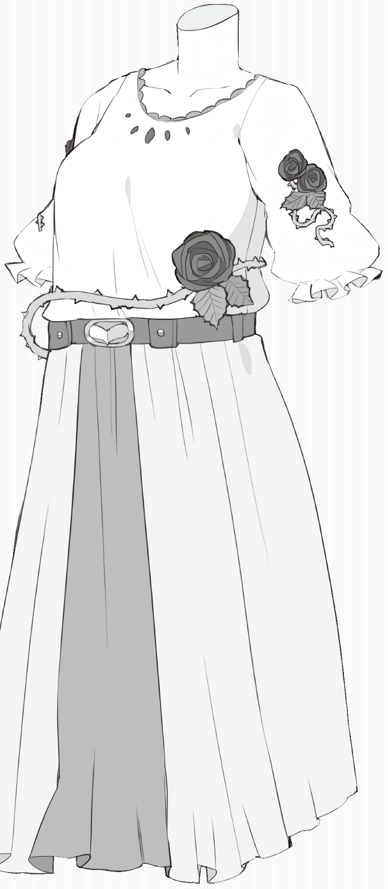
〈Metamorphosis〉

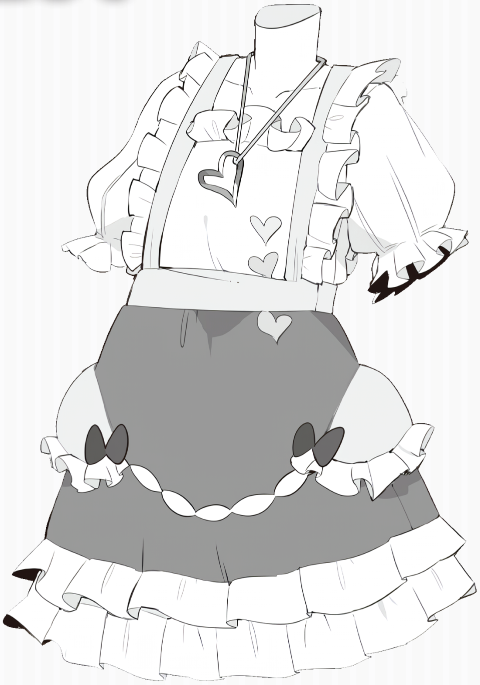
Effect: During Character creation, create one Variation. In this Variation creation, one Armament can be equipped anywhere regardless of its Slot. During combat, by discarding one card at any time, you can switch to that Variation. Also, during combat, you can change back to your original Armaments set without discarding a card.

The Little Mermaid is a 〈Princess Core〉 inspired by the tale of "The Little Mermaid." In the story, a mermaid princess falls in love with a human prince and exchanges her beautiful voice and tail for human legs, only to face a tragic end as her love remains unrequited and she becomes sea foam. The Little Mermaid Princess Core embodies the mermaid princess, designed with an image of innocence and overflowing cuteness.

Its special feature is the ability to transform into a set of armaments with silhouettes unlike that of a normal human, such as a mermaid's tail or spider's legs, through 〈Metamorphosis〉. This allows for the placement of armaments in positions not typically possible. Mastering this 〈Princess Core〉 can turn the tide of battle with the courage and resolve of the mermaid princess, who dared to leap into the human world even at the cost of her own form.

Belle & Beast





Belle & Beast is a 〈Princess Core〉 created with the motif of "Beauty and the Beast." The story tells of Belle, who, despite her sisters' spiteful interference, connects with the Beast and marries him, leading to a happy ending. Belle & Beast features a design inspired by Belle, with a sweet and elegantly charming taste.

Its special function is the 〈Synergy Armament〉, where a large combat mech, known as "Wizbeast," follows the wearer, assisting and attacking. The Wizbeast takes on unique appearances and armaments for each wearer. Like Belle and the Beast, collaborating and cooperating with Wizbeast can overcome any adversity.

Belle & Beast

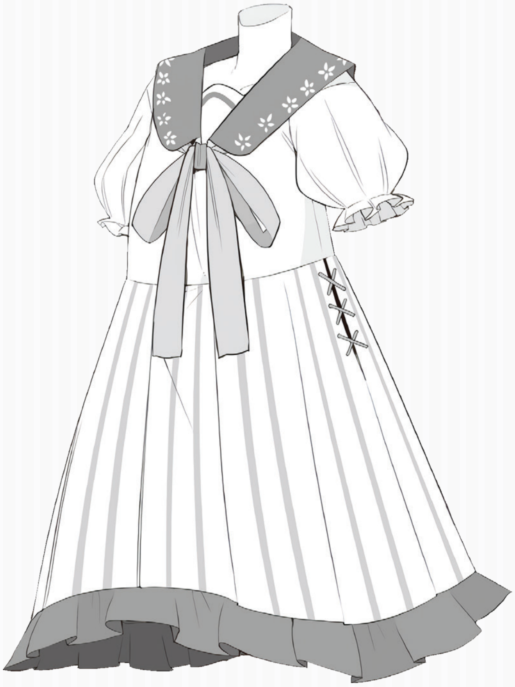
Princess Core

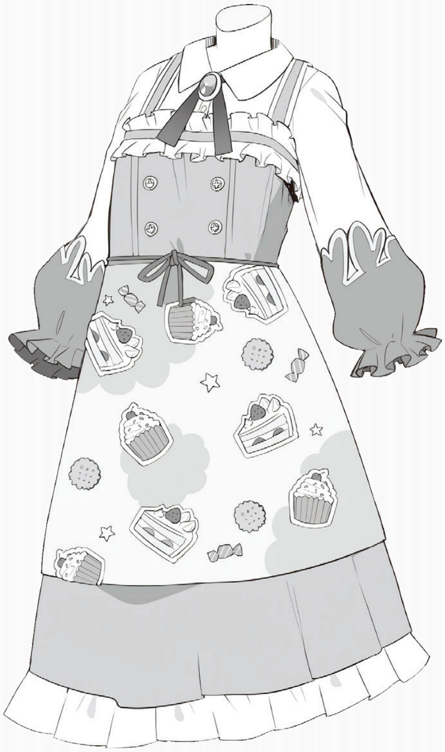
Max HP: 40
Max TP: 15
SS Value: 7
Move: 2

〈Synergy Armament〉

Effect: During Character creation, create one Variation. At the start of combat, set up an [Object: Wizbeast]. This [Object: Wizbeast] is equipped with the Armaments from the Variation created from this Special Function.

Gretel Pot





Gretel Pot is a 〈Princess Core〉 based on “Hansel and Gretel.” In this tale, the poor siblings Hansel and Gretel stumble upon a witch’s candy house in the forest, get captured, but ultimately defeat the witch. Gretel Pot is designed with a Lolita style that mixes innocence and cuteness, capturing the essence of Gretel.

Its special feature is 〈Multiplex Weaponry〉, allowing the simultaneous use of several sets of armaments. Despite the disadvantage of increased energy requirements for evasion, its potential for multiple tactics and the breadth of action is immense. Mastering this 〈Princess Core〉, like Gretel who outwitted the witch, allows for the defeat of any foe through wit and firepower.

Gretel Pot

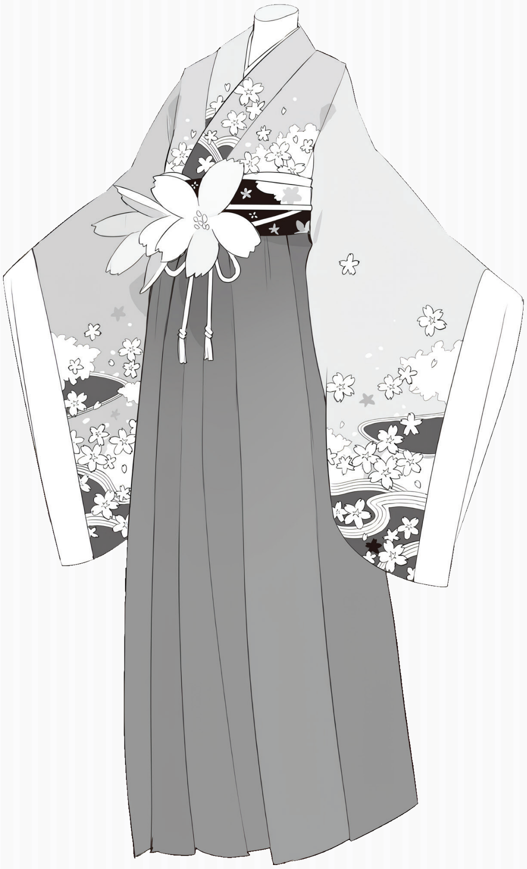
Princess Core

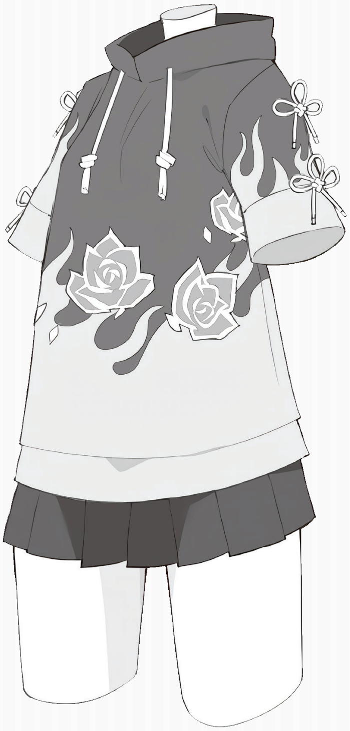
Max HP: 55	**Max TP**: 15
SS Value: 5	**Move**: 1

〈Multiplex Weaponry〉

Effect: During Character creation, create one Variation. In Combat, always treat this Variation as equipped. Also, the Evasion Cost required for your Emergency Evasions is permanently increased by +1 for all actions.

Divine Kaguya





Divine Kaguya

Princess Core

Max HP: 40 **Max TP**: 15

SS Value: 6 **Move**: 3

〈Clairvoyance〉

Effect: Every time an Armament is used during the Reaction Phase, draw 1 card from the deck and add it to the hand.

Divine Kaguya is a 〈Princess Core〉 inspired by “The Tale of the Bamboo Cutter.” This story revolves around the mysterious and stunningly beautiful Princess Kaguya found within a bamboo stalk. Divine Kaguya is designed with a blend of cute and cool elements, presenting a glamorous Japanese style.

Its special function is 〈Clairvoyance〉, which allows for minimal yet effective defense and counterattacks by anticipating enemy strikes. This feature enables various strategies against enemy attacks, such as consecutive defenses or efficient counters. Using this 〈Princess Core〉, one can bewilder enemies with the mysterious power and beauty akin to Princess Kaguya.

Special Teachniques

This is data that represents the combat skills that a character can and has learned. See PW P88 for how to read each Technique.

Eruption Bullet

Special Technique

TP Cost: 1
Effect: During Action Phase, when an enemy is moved by the effect of a Type A Armament, you can make the enemy move 1 Square again in any direction.

A technique that amplifies the blast of an Armament with Precious Energy.

Insight Eye

Special Technique

TP Cost: 2
Effect: During Action Phase, when an enemy discards a card from their hand due to the Effect of your Special Technique or Armament, you can look into the enemy's hand and choose the card to be discarded.

A technique that utilizes sharp observation and insight to pinpoint the enemy's weak points.

Area Invade

Special Technique

TP Cost: 2
Effect: During Action Phase, change all Armaments equipped by you that can target "all surrounding Square" to "all Square on the Map."

A technique that spreads Precious Energy over a wide area, thereby extending the effect range of armaments.

Override

Special Technique

TP Cost: 2
Effect: During Action Phase, when you give a Bad Status to an enemy, increase the level of that Bad Status by +1.

A technique that infuses the enemy's body with Precious Energy through an Armament Attack.

Graze Weapon

Special Technique

TP Cost: 3
Effect: During Action Phase, targets that perform Emergency Evasion against your Armament Attack immediately take 3 Damage after the evasion. Can be used once per Scenario.

A technique that allows you to see through the enemy's movement and defend.

Concentrate

Special Technique

TP Cost: 3
Effect: During Action Phase, increase the Evasion Cost of 1 of your Armaments by [your distance from the Target] +1 points. Can be used once per Scenario.

A technique that sharpens focus to accurately target enemies at a distance.

Contact Shot

Special Technique

TP Cost: 2
Effect: During Action Phase, when you use an Armament with a Minimum Range of 1 to attack, and the Target is within 1 Square from you, the Power of that Armament increases by [the Armament's Maximum Range] × 2. However, this does not apply to Armaments with a Maximum Range of 6 or more.

A technique that enhances the destructive power of an Armament when used in close proximity to an enemy.

Just Reload

Special Technique

TP Cost: 3

Effect: Select 1 card from the discard pile and add it to your hand. However, you cannot add a Joker to your hand.

A technique that significantly speeds up the supply of Precious Energy to the Dress Code, eliminating the cooldown time for Armament Attacks and Emergency Evasions.

Streamline

Special Technique

TP Cost: 2

Effect: During Action Phase, each time you discard a card for an Armament Effect, you can draw 1 card from the deck and add it to your hand. However, even if you discard more than 1 card, you can only draw 1.

A technique that conserves Precious Energy by adjusting the amount supplied to each Armament.

Deep Breath

Special Technique

TP Cost: 2

Effect: Decrease the Level of one Bad Status you are suffering by -1.

A technique that uses breathing techniques to circulate Precious Energy through the body.

Technical Cancel

Special Technique

TP Cost: 2

Effect: During Combat, you can use Armaments that consume Preparation Timing without consuming Preparation Timing to activate their Effects.

A technique that efficiently utilizes Armaments through skillfully handling.

Draw Attention

Special Technique

TP Cost: 3

Effect: During Combat, when you are within the Range of an enemy's Armament Attack, the enemy must choose you as the Target whenever possible. Also, if the enemy can select multiple Targets for an Armament Attack, they must choose you as one of them. Can be used once per Scenario.

A technique that draws enemy attention through unique behavior and strong presence.

Peel Mirage

Special Technique

TP Cost: 2

Effect: For 1 Turn, add +1 to the Minimum and Maximum Range of all Armaments used by all enemies.

A technique that creates afterimages with Precious Energy, disorienting the enemy.

Precious Resonance

Special Technique

TP Cost: 2

Effect: All Allies can pass any number of cards from their hands to other Allies. Can be used once per Scenario.

A technique that resonates Precious Energy by sharing emotions with allies.

Pointer Set

Special Technique

TP Cost: 1

Effect: During Action Phase, when you collide, add +1 to the Damage taken by an enemy due to the collision.

A technique that launches a conical marker to weaken the enemy's armor.

Armament: Right - Left

This is data that represents the Armaments that a character can equip on their Right and Left side. See PW P92 for how to read each item.

Icicle Cross

Right - Left

Type: A
Power: 7
Range: 3~4
Evasion: 2

Effect: Upon damage by this Armament, Targets receive Bad Status: Freeze Level 1. If the Target already has the Bad Status: Freeze, its Level is increased by +1.

A crossbow that fires arrows enveloped in cold air. Arrows launched from it freeze whatever they touch.

Arcane Flute

Right - Left

Type: A
Power: -
Range: -
Evasion: -

Effect: Draw 2 cards from the deck into your hand. Then, select 1 card from your hand and pass it to an Ally of your choice. This Armament can be used once per Action Phase.

A flute with an expanding halo. Playing it can transmit Precious Energy to allies.

Iai Katana

Right - Left

Type: A
Power: 9
Range: 1~2
Evasion: 2

Effect: When this Armament is used outside of your Action Phase, attacks from this Armament cannot be evaded.

A Japanese sword with a razor-sharp blade sheathed within. Equipped with a cutting acceleration device, it can unleash an unavoidable slash if it exploits an enemy's opening.

Ix Pistol

Right - Left

Type: A
Power: 7
Range: 2~3
Evasion: 2

Effect: Before selecting the Target, you can move 2 Squares. However, you cannot collide with an enemy due to the Effect of this Armament.

A pistol that fires real bullets. It's easy to handle and versatile, allowing you to fire while on the move.

Wind Tomahawk

Right - Left

Type: A
Power: 7
Range: 1~2
Evasion: 2

Effect: During the next Action Phase, your 【Movement Value】 is increased by +1.

A sharp battle axe. It can create wind paths by releasing Precious Energy.

Volcanic Lance

Right - Left

Type: A
Power: 10
Range: 1~2
Evasion: 2

Effect: Upon damage by this Armament, you can make Targets move 2 Square in any direction.

A large spear with an explosive mechanism at its tip. Its blast can blow away any enemy.

Air Raid Javelin

Right - Left

Type: A
Power: 6
Range: 2~4
Evasion: 2

Effect: During your Action Phase, if you have already damaged an enemy with another Armament, you can use this Armament without discarding a card from your hand. This Armament can be used once per Action Phase.

A long, sharp throwing spear. Its straight-line speed is fast, allowing it to exploit enemy openings.

Crystal Flail

Right - Left

Type: A
Power: 10
Range: 3
Evasion: 2

Effect: Upon damage by this Armament, the level of all Bad Statuses the Target is suffering from is increased by +2.

A melee weapon with a giant crystal attached. The crystal's surface is lined with energy spikes, enhancing its destructive power.

Surface Eater

Right - Left

Type: A
Power: 8
Range: 1
Evasion: 1

Effect: Upon damage by this Armament, for 1 Turn, all damage received by the Target from Armament Attacks is increased by +5. This Armament can be used only once per Action Phase.

A weapon shaped like the jaws of a beast. Its large, sharp fangs tear through the enemy's armor.

Judgment Mace

Right - Left

Type: A
Power: 12
Range: 1~2
Evasion: 2

Effect: Upon damage by this Armament, Targets additionally receives damage equal to [the difference in【SS Value】between you and the Target × 3].

A huge mace with sharp spikes that can simultaneously destroy both the armor and internal mechanisms of an enemy.

Jamming Rapier

Right - Left

Type: A
Power: 7
Range: 1~2
Evasion: 2

Effect: Upon damage by this Armament, for 1 Turn, the Minimum and Maximum range of all Armaments used by Targets is increased by +1.

A thin sword formed by a shining energy beam. It emits electromagnetic waves that disrupt the equilibrium of the target it stabs.

Stance Stinger

Right - Left

Type: A
Power: 9
Range: 1
Evasion: 2

Effect: Upon damage by this Armament, Targets receive Bad Status: Electric Shock Level 1. If the Target already has Bad Status: Electric Shock, its level is increased by +1.

A hook-claw-type Armament wrapped in electrical current. It can inject high-voltage current straight into the target.

Divina Chakram

Right - Left

Type: A
Power: 0
Range: 2~4
Evasion: 0

Effect: Recovered Targets【HP】is by 7 points.

A ring-shaped throwing weapon formed by a halo of light. When thrown towards an ally, it rotates around them, repairing damage.

Drain Wire

Right - Left

Type: A
Power: 4
Range: 1~3
Evasion: 3

Effect: Upon damage by this Armament, recover 5 points of your【HP】.

An Armament that shoots out a wire. It can absorb energy from the target it hits directly.

Piercing Arrow

Right - Left

Type: A
Power: 6
Range: see Effect
Evasion: 3

Effect: When using this armament, choose one direction from front, back, left, or right. This Armament can Target all enemies in a straight line in the chosen direction, starting from you.

A bow-type armament that shoots energy arrows. The arrows it fires can easily penetrate enemy armor.

Phantom Hand

Right - Left

Type: A
Power: 5
Range: 3~8
Evasion: 2

Effect: Upon damage by this Armament, you can teleport yourself to any one of the Squares around the Target.

A weapon that launches an arm formed of Precious Energy. Its palm can rapidly approach the target it grabs.

Failnaught

Right - Left

Type: A
Power: -
Range: -
Evasion: -

Effect: Upon use, you cannot perform Basic or Full Movements until used again. When used, this Armament changes to the following data: Type: A/Power: 20/Range: 6~8/Evasion: 3/Effect: After an attack from this Armament ends, this Armament reverts to its original data.

A bow that shoots a giant energy beam arrow. It takes time to aim and fire but possesses extremely high destructive power.

Blaze Cutter

Right - Left

Type: A
Power: 7
Range: 1~2
Evasion: 2

Effect: Upon damage by this Armament, Target receives Bad Status: Burn Level 1. If the Target already has Bad Status: Burn, its level is increased by +1.

A curved sword with a blade enwrapped in flames. The blade sets the touched target ablaze.

Flexible Slasher

Right - Left

Type: A
Power: 7
Range: 2~3
Evasion: 2

Effect: Upon damage by this Armament, for 1 Turn, the Minimum and Maximum Range of all Armaments used by the Target are reduced by -1. However, the Minimum Range cannot be reduced below 1 by this Effect.

A flexible and extremely long blade. Its energy-coated blade can disrupt the posture of the target it touches.

Float Mine

Right - Left

Type: A
Power: -
Range: -
Evasion: -

Effect: Place an Object: Bomb in any one of the Squares surrounding you.

A mounted mine launcher. The mine stays in place for a while and causes a large explosion when attacked.

Helix Net

Right - Left

Type: A
Power: 2
Range: 2~3
Evasion: 3

Effect: Upon damage by this Armament, Targets receive Bad Status: Bind Level 2.

A weapon that fires a spiral-shaped net. The net is highly durable, and capable of binding enemies for an extended period.

Hawk Strike

Right - Left

Type: A
Power: 7
Range: 7~8
Evasion: 2

Effect: From the end of this Armament Attack until the end of the Action Phase, add +5 to the Power of your Armament with Range 8.

A device that launches a drone shaped like a hawk. The launched drone flies at high speed towards the enemy, providing supporting fire.

Pop'n Railgun

Right - Left

Type: A
Power: 6
Range: 3~5
Evasion: 2

Effect: Upon damage by this Armament, for 1 Turn, the Power of all Armaments used by the Target is reduced by -3 (minimum 0).

An armament that shot energy using electromagnetic force. The energy projectile, upon impact, attenuates the enemy's energy.

Magnetic Brace

Right - Left

Type: A
Power: -
Range: -
Evasion: -

Effect: Select any Object. You can move the Object 4 Square in any direction.

A bracelet that manipulates magnetism using Precious Energy. It can apply attraction and repulsion to any non organic object.

Light Staff

Right - Left

Type: A
Power: 5
Range: 4~6
Evasion: 2

Effect: Restore 3【TP 】for one Ally.

A staff with a ring of light. It can synchronize the consciousness of the user and allies.

Discharge Shield

Right - Left

Type: R
Power: -
Range: -
Evasion: -

Effect: Increase the Power of the next Type A Armament you use in an Armament Attack by +3 and the Evasion cost by +1.

A shield-type Armament with a circular energy blade. The blade absorbs received energy and transmits it to other Armaments.

Missile Shield

Right - Left

Type: R
Power: -
Range: -
Evasion: -

Effect: When calculating damage from an Armament Attack, reduce the damage you take by 3 points and the attackers can discard 1 card from their hand. If they do not, the attackers receive 5 points of damage.

A shield-type Armament with an integrated artillery device. It can defend against enemy attacks while firing small rockets for a counterattack.

Armillary Clock

Right - Left

Type: P
Power: -
Range: -
Evasion: -

Effect: When you draw a card from the deck due to the Effect of an Armament you equip, choose an enemy and deal 2 points of damage to them.

A wristwatch-type Armament. It diffuses Precious Energy accumulated in the body as waves to attack.

Grand Shell Ring

Right - Left

Type: P
Power: -
Range: -
Evasion: -

Effect: Add to the Effect of the〈Tackle〉: “When you collide with an enemy, add +2 to the damage the enemy receives from the Collision.”

A ring-type Armament worn on the fingers. It forms several energy blades composed of Precious Energy around the wearer.

Splash Bangle

Right - Left

Type: P
Power: -
Range: -
Evasion: -

Effect: When you discard a card from your hand due to the Effect of an Armament you equip, choose an enemy and deal 2 points of damage to them.

A bangle-type Armament worn on the wrist. It diffuses Precious Energy discharged during Armament use as waves to attack.

Blossom Wrist

Right - Left

Type: P
Power: -
Range: -
Evasion: -

Effect: When you move an enemy due to the Effect of a Type A Armament, you can immediately make Targets move 1 Square in any direction.

A wristband-type Armament worn on the wrist. It is designed to enhance the firepower of the wearer’s Armaments just by being worn.

Armament: Top

This is data that represents the Armaments that a character can equip on on their upper body. See PW P92 for how to read each item.

Absolute Striker

Top

Type: A
Range: 1~2
Power: 8
Evasion: 2

Effect: Upon damage by this Armament, you can choose a suit and discard any number of cards of that suit from your hand. If you do, give the Target the Bad Status: Freeze at the same Level as the number of cards discarded.

A giant sword attached to the back. Equipped with a cooling function, it can freeze enemies pierced by its icy blade.

Angelo Hoop

Top

Type: A
Range: -
Power: -
Evasion: -

Effect: Choose one Ally other than yourself. That Ally draws two cards from their deck and adds them to their hand.

A halo-type armament floating above the head. It has the function to amplify the surrounding Precious Energy.

Ignite Wing

Top

Type: A
Range: -
Power: -
Evasion: -

Effect: Place an Object: Prominence on any one Square of the Combat Map.

A wing-shaped flamethrower. Can create a large pillar of fire on the battlefield.

Explode Breaker

Top

Type: A
Range: 1~2
Power: 8
Evasion: 2

Effect: Upon damage by this Armament, you can choose a suit and discard any number of cards of that suit from your hand. If you do, give the target the Bad Status: Burn at the same Level as the number of cards discarded.

A giant sword attached to the back. Equipped with a combustion function, it can set enemies ablaze with its flaming blade.

Crimson Buster

Top

Type: A
Range: 6~7
Power: 20
Evasion: 1

Effect: You cannot use this Armament in the next Action Phase.

A giant energy cannon mounted on the shoulder. It has incredible power but cannot be used consecutively due to strong recoil.

Gate Wing

Top

Type: A
Range: -
Power: -
Evasion: -

Effect: Choose one Ally other than yourself. Teleport that Ally to any empty Square.

A remotely operable wing-shaped armament. Multiple plate-shaped terminals can create a warp hole.

Connect Wing

Top

Type: A
Range: -
Power: -
Evasion: -

Effect: Move 2 Square. However, you can’t collide with an enemy. Then, choose either the Armament equipped on the ♠ Right or ♣ Left and use it without discarding a card from your hand. This Armament can be used once per Action Phase.

A wing-shaped armament with boosters. Absorbs Precious Energy from the air and can perform movement and attack simultaneously.

Shining Blaster

Top

Type: A **Power**: 8
Range: 4~5 **Evasion**: 2

Effect: Upon damage by this Armament, you can choose a suit and discard any number of cards of that suit from your hand. If you do, give the Target the Bad Status: Electric Shock at the same Level as the number of cards discarded.

A giant electromagnetic cannon mounted on the back. Its high-voltage bullet penetrates enemy armor, causing internal short circuit.

Shadow Wing

Top

Type: A **Power**: -
Range: - **Evasion**: -

Effect: Until the start of your next Action Phase, reduce the Evasion Cost required for you to perform Emergency Evasion by 1 (minimum 0).

A remotely operable wing-shaped Amament. It can disrupt enemy attacks with multiple jamming devices.

Tempest Wing

Top

Type: A **Power**: -
Range: - **Evasion**: -

Effect: Place an Object: Tornado on any one Square of the Combat Map.

A wing-shaped blower amament. Can create a large tornado on the battlefield.

Plasma Wing

Top

Type: A **Power**: 5
Range: 1~3 **Evasion**: 2

Effect: +5 to Power of the next Type A Armament Attack you. You can consume a Preparation Timing to change the effect of this Armament for this Action Phase to: Type: A / Power: 5 / Range: 4~6 / Evasion: 2/Effect: +1 to Evasion cost of your next Type A Armament.

A multifunctional wing-shaped amament. Perform various attacks according to the distance from the enemy.

Precious Emitter

Top

Type: A **Power**: -
Range: - **Evasion**: -

Effect: For 1 Turn, when moving before selecting the Target due to the Effect of an Armament, you can move 1 Square again immediately. The Effect of this Armament does not stack. This Armament can be used once per Scenario.

A wave generator mounted on the shoulder. Can significantly increase output for a certain period by emitting Precious Energy in a waveform.

Guardian Wing

Top

Type: R **Power**: -
Range: - **Evasion**: -

Effect: When taking damage from an Armament Attack with a Range of 4 or more, you can reduce that damage to 0. This Armament can be used once per Scenario.

A wing-shaped shield armament. Can combine multiple shields to assume a defensive posture according to the wearer's will.

Divide Reflection

Top

Type: R **Power**: -
Range: - **Evasion**: -

Effect: If you receive 10 or less damage from an Armament Attack, reduce that damage to 0. Also, change the Effect of this Armament to: Type: A / Power: 5 / Range: 1~2 / Evasion: 2 / Effect: Until your next Action Phase, reduce the damage you take from Armament Attacks by 3 points.

A giant rmament mounted on the back. Can deflect attacks when deployed at the front, but once used, it splits in half and becomes a melee weapon.

Critical Visor

Top

Type: P **Power**: -
Range: - **Evasion**: -

Effect: Increase the Power of the Armament equipped on the ◇ Bottom by +3 and the Evasion cost by +1.

A visor-type armament worn on the head. Its compound sensor can increase the power and accuracy of other armaments.

Armament: Bottom

This is data that represents the Armaments that a character can equip on their lower body. See PW P92 for how to read each item.

Aurora Curtain Bit

Bottom

Type: A
Power: 5
Range: 4~5
Evasion: 2

Effect: Until the end of the Action Phase from the end of this Armament Attack, each time the Target moves, it takes 3 points of damage.

A remotely operable Armament that expands in a skirt shape. Multiple beam launchers track enemies, deploying beams attack over a wide area.

Psychic Field

Bottom

Type: A
Power: -
Range: -
Evasion: -

Effect: Place Objects: Monolith on any 2 Squares within 1 Square in all directions around you.

A wave generator mounted on the waist. The generated waves gather debris and rocks around you to form walls.

Psycho Field Bit

Bottom

Type: A
Power: 6
Range: 5~6
Evasion: 2

Effect: Until the end of the Action Phase from the end of this Armament Attack, each time you deal damage to an enemy with an Armament that includes a Range of 5, recover 3 points of your【TP】.

A remotely operable Armament that expands in a skirt shape. It can absorb energy from enemies with multiple energy absorption devices.

Supporter Bit

Bottom

Type: A
Power: -
Range: -
Evasion: -

Effect: Choose one Ally other than yourself. That Ally can use an Armament once more during the next Action Phase, regardless of the card's number.

A remotely operable Armament that expands in a skirt shape. It automatically supports the computation of an ally's dress code.

Drill Bit

Bottom

Type: A
Power: 6
Range: 1~2
Evasion: 2

Effect: Upon damage by this Armament, for 1 Turn, increase the damage from Armament Attacks by +3.

A remotely operable Armament that expands in a skirt shape. It can freely control multiple drill-shaped devices to shave off enemy armor.

Fintail Bit

Bottom

Type: A
Power: 5
Range: 4~6
Evasion: 2

Effect: For 1 Turn, reduce the Minimum and Maximum Range of all Armaments used by the Target by -1 (minimum 1).

A remotely operable Armament that expands like a fin. It hovers around the enemy, and disrupting them.

Prismatic Guitar

Bottom

Type: A
Power: -
Range: -
Evasion: -

Effect: For 1 Turn, all Allies within 1 Square in all directions around you have the Power of their Armaments increased by +2. This Armament can be used once per Action Phase.

A guitar-shaped Armament positioned at the waist by a shoulder strap. Playing it increases the concentration of Precious Energy in the surrounding area.

Polypod Bit
Bottom

Type: A **Power**: 5

Range: 1~3 **Evasion**: 2

Effect: For 1 Turn, the Target adds +1 to the Minimum and Maximum Range of all Armaments used.

A remotely operable Armament that expands like additional legs. It emits electromagnetic waves that disrupt the enemy's balance.

Light Observer
Bottom

Type: A **Power**: -

Range: - **Evasion**: -

Effect: Place an Object: Precious Pillar on any 1 Square within 1 Square in all directions around you.

A wave generator mounted on the waist. The generated waves absorb the battlefield's Precious Energy, concentrating it in one place.

Shield Raiser
Bottom

Type: R **Power**: -

Range: - **Evasion**: -

Effect: When using this Armament, choose one suit and discard any number of cards of that suit from your hand. If you do, when calculating damage from an Armament Attack, reduce the damage you take by [number of cards discarded × 5] and deal [number of cards discarded × 3] points of damage to the Atacker.

A shield-type Armament that floats around the wearer. It not only functions as a shield to protect the wearer but also has a counterattack feature.

Reinforce Band
Bottom

Type: P **Power**: -

Range: - **Evasion**: -

Effect: Each time your【HP】is restored, deal damage equal to the restored value to one enemy.

A belt-type Armament mounted on the waist. It can fire the overflowing Precious Energy from the wearer at an enemy.

Meteor Crusher
Bottom

Type: A **Power**:5

Range: 1 **Evasion**: 1

Effect: During Action Phase, if you have moved to the same Square twice or more, this Armament cannot be used. The Power of this Armament increases by [the number of Squares moved during this Action Phase × 2], and the Evasion cost increases by [the number of Squares moved during this Action Phase ÷ 2]. This Armament can be used once per Action Phase.

Leg-mounted armament. Precious Energy covering the leg surface allows for high-power kicks.

Aerial Skate
Bottom

Type: R **Power**: -

Range: - **Evasion**: -

Effect: After using this Armament, you can perform an Emergency Evasion. Additionally, immediately after the end of that Armament Attack, you can move 2 Square. However, you cannot collide with an enemy due to this Armament's Effect. This Ermament can be used once per Action Phase.

Roller skate-type armament mounted on the feet. Its high mobility allows you to gracefully evade enemy attacks.

Melty Skirt
Bottom

Type: P **Power**: -

Range: - **Evasion**: -

Effect: When making Additional Use Armaments, treat ◇ cards in your hand as ♥ cards.

A skirt-type Armament mounted on the waist. It adjusts the output of Precious Energy supplied to each armament, allowing for consecutive use of other armaments.

Luminous Corset
Bottom

Type: P **Power**: -

Range: - **Evasion**: -

Effect: Reduces damage taken from Collisions by -2.

A corset-type Armament mounted on the waist. Enhances the output of Precious Protect to reduce the impact of collisions.

Update Bonus

Update	EXP	Effect
Guidance Enhancement	5	Upon implementing this Update, select one Armament you are equipped with. Increase the Evasion cost of that Armament by +1.
High-Speed Repair	7	Upon implementing this Update, create one Variation. If you become incapacitated in Combat, this Effect revives you by restoring 10 points of【HP】. Subsequently, change your Armament to the one created through this Update's Effect. After revives, you cannot change Armaments again during this battle.
Summoning	9	Upon implementing this Update, create one Variation. At the start of Combat, place an [Object: Wizbeast]. This [Object: Wizbeast] is treated as being equipped with the Armament from the Variation created by this Update's Effect.

Wing Drive

This is data that represents the data and flavor texts of Wing Drive. See PW P102 for how to read each item.

Apollo Wing

Wing Drive

Timing: At the start of Combat Part
Effect: Draw 2 cards and add them to your hand. Additionally, all Allies other than yourself immediately draw 1 card from the deck. Then, for this Round, add +3 to【SS value】for all allies.

As orange wings of Precious Energy unfurl, they imbue the warrior and allies with a surge of power, sharpening their abilities to the zenith of human prowess.

Grey Wing

Wing Drive

Timing: Action Phase & Reaction Phase
Effect: Draw 2 cards and add them to your hand. Additionally, randomly choose 2 cards from an enemy’s hand and discard them.

Wings of misty grey energy stretch forth, weaving a spell that stills the movements of foes, halting them in the silent grip of twilight.

Sakura Wing

Wing Drive

Timing: Action Phase & Reaction Phase
Effect: Draw 2 cards and add them to your hand. Additionally, during this Action Phase or Reaction Phase, you can use the next Armament you will use up to 2 additional times without discarding cards from your hand.

Blossoming in hues of cherry blossom, these wings elevate the warrior’s armaments, enhancing their might as if touched by the breath of spring.

Zenith Wing

Wing Drive

Timing: Action Phase & Reaction Phase
Effect: Draw 2 cards and add them to your hand. Additionally, you can choose up to 2 cards from the discard pile and add them to the hand of any Characters you like. You can distribute them one each to different Characters.

Cascading in tranquil blue, these wings absorb the energies of the world, filling the bearer with a deep, restorative calm.

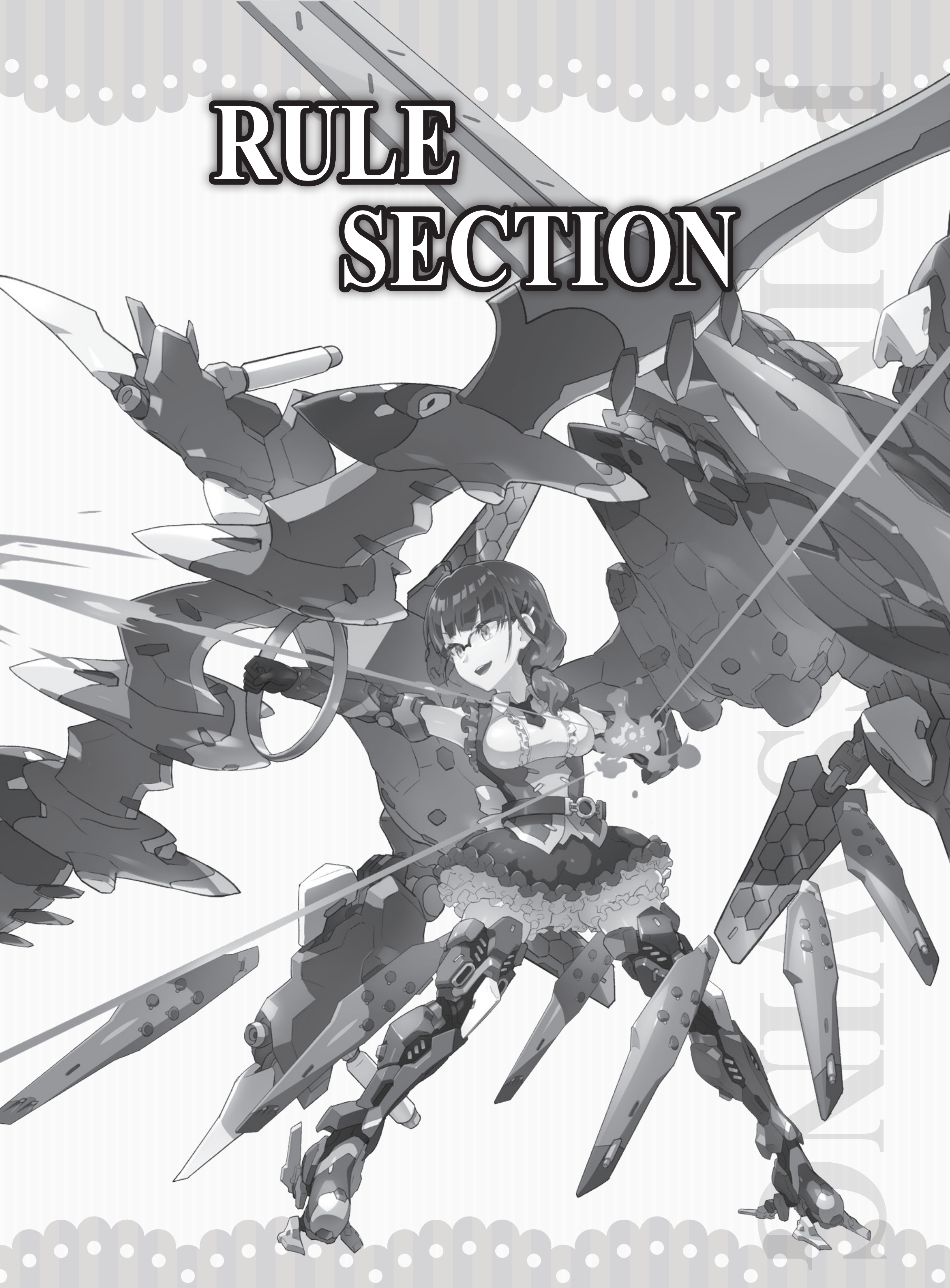
Rainbow Wing

Wing Drive

Timing: Action Phase & Reaction Phase
Effect: Draw 2 cards and add them to your hand. Additionally, increase the usage count of one other Character’s Wing Drive by 1. However, you cannot use this effect to increase the usage count of Rainbow Wing.

Unfolding in a spectrum of light, these prismatic wings amplify the vital energies of allies, binding them in a dance of unity and strength.

RULE SECTION



About This Section

This section discusses additional rules that can be applied in conjunction with the rules published in “PW.” The following introduces the key points to consider when incorporating these additional rules and an overview of their content.

Additional Rules

The additional rules presented in this book can only be used in scenarios if the GM decides to adopt them. It is up to the GM to choose whether to apply each additional rule. However, it is essential to communicate to the PLs during the pre-play session about which additional rules will be adopted.

These additional rules are based on or compliant with the rules and terminology described in “PW.” Therefore, it’s recommended to read through the rule section of “PW” before delving into these additional rules.

Keep in mind that adopting additional rules can increase the content that the GM must manage and the rules and choices that the PLs need to remember. If there are Players who are new to the game or still getting accustomed to it, it’s advisable to play with as few additional rules as possible to ensure everyone can enjoy the game.

Short Session

This book introduces a new progression method for main play called “Short Session” as an additional rule. The “Short Session” focuses on scenarios primarily involving combat against various Voids, allowing for enjoying “PW” scenarios in more diverse situations.

Short Session

In this book, new rules called “Object Rules” have been added for combat. These rules are designed to represent obstacles and natural phenomena in combat. By introducing the “Object Rules,” combat scenarios become more varied and enriching.

Bad Status Rules

New “Special Combat Rules” are also added for combat situations. These rules are designed to represent battles under various conditions. With these rules, Players can experience more situational combat in “PW.”

Rules for 4 Player

The book includes rules for playing “PW” with four Players. These rules involve changes from regular sessions, such as the maximum number of cards in hand and the size of the Combat Space.

Short Session

In the world of "PW," there are various situations where one must battle Voids other than those involving the covert actions of Queen Voids. For instance, battles with Voids that invade due to anomalies at Celestial Core, or combat with Voids emerging from the deep sea via the "Dimensional Corridor" of the Dark Sea Area. The [Short Session] is an additional rule designed to depict scenarios mainly featuring battles against such Voids. Introducing [Short Session] allows for enjoying "PW" in a greater variety of situations.

Here, the rules for implementing and operating a [Short Session] will be explained.

Introduction to Short Sessions

The decision to introduce a [Short Session] is made by the scenario creator at the time of creating the scenario. When the GM is playing a scenario created by someone else, they should check beforehand whether the scenario includes a [Short Session].

For how to write a scenario with a [Short Session], see page 83.

Flow of Short Session

Sessions with a [Short Session] consist of three phases like regular sessions: Pre-Play, Main Play, and After Play. However, the Main Play in a [Short Session] differs from regular sessions, progressing through three parts: Introduction Part, Combat Part, and Conclusion Part. Investigation Parts and Interludes are not conducted; the content of the aforementioned three parts is slightly altered.

Here, the rules and points of attention for conducting each part of the Main Play in a [Short Session] will be explained.

Introduction Part

The Introduction Part involves portraying the daily lives of the PCs.

PC's Daily Life

The [PC's Daily Life] section is designed to depict the everyday scenes of the PCs. Typically, each PC is portrayed in separate scenes, but in [Short Session], it is recommended that other PCs participate in each PC's scene to jointly perform the "daily life" portrayal. Additionally, if the PLs wish, they can conduct a joint "daily life" portrayal for multiple PCs.

The [PC's Daily Life] progresses in the following order:

①. Decide the Order

Decide the order in which [PC's Daily Life] will be conducted.

The order can be determined by consultation between the PLs. If in doubt, it may be a good idea to proceed in order from the PC with the highest【SS values】.

②. Decide on which Situation

The PL performing [PC's Daily Life] decides "what kind of scenery to stage."

Unlike regular sessions in [Short Session], the PL must submit a card from their hand and refer to the [Daily Life Scene Table] based on the number of that card. It's also fine to choose any activity from the table regardless of the card number or perform a free portrayal not listed in the table as [Extra].

If multiple PCs are conducting a joint portrayal, each PC should submit a card from their hand, and refer to the [Daily Life Scene Table] based on the numbers of these cards.

In [Short Session], the submitted cards are not returned to the deck.

③. Request for Roleplay

The PL conducting the [PC's Daily Life] can request other PLs or the GM to portray NPCs. They should convey the content of the scene they wish to enact and the image of the NPC, and then make the request.

Additionally, in [Short Session], when conducting one's [PC's Daily Life], PLs can request other PLs to have their PCs appear in the scene. Here too, they should convey the content of the scene they wish to perform and how they envision the timing of other PCs' appearances, and then make the request.

For example, when portraying a scene where one is working part-time at a cafe, it is possible to request another PL to appear as a customer.

However, whether to accept the request is up to the person being asked. Also, "how exactly to portray the appearing PC" is decided by the PL controlling that PC.

④. Performance

Staging [PC's Daily Life] based on the situation. When the PL roleplaying feels that "enough roleplay has been done," wrap up and close the scene.

⑤. Discarding and Replenishing Cards

After the portrayal of [PC's Daily Life] is finished, the PCs who discarded their hand cards draw a new card from the deck. If multiple PCs have discarded their cards, each of them should draw one card from the deck. The order in which they draw cards does not matter.

The Beginning of the Story

In "The Beginning of the Story," the event that triggers the main story of the scenario is portrayed.

The content of "The Beginning of the Story" varies depending on the scenario. There might be individual scenes prepared for each PC, or a combined scene involving all PCs.

The GM should designate the PCs appearing in each scene based on the content of the scenario. Then, using descriptions and dialogues as references, the GM will portray the scene.

Daily Life Scene Table 2 (DOC)

	Daily Life Scene
A	Hobbies
2	Special Skills
3	Passionate Pursuits
4	Strong Subjects
5	Weak Subjects
6	Role in the Team
7	Club Activities (Circle)
8	Part-Time Job
9	Favorite Food
10	Aspirations
J	Future Dreams
Q	Worries
K	Memories
Joker	Activities as a Princess
Extra	Other Activities

Once all "The Beginning of the Story" segments are completed, the "Hand Exchange" takes place.

Exchange Cards

All Players exchange their hand cards. There are no restrictions on the exchange partner or the number of exchanges, but you must always receive the same number of cards you give (you must return the same number of cards you receive).

Before [Exchange Cards], remember the number of cards in your hand and ensure there's no increase or decrease.

After the [Exchange Cards] is completed, the session moves on to the [Combat Part].

Combat Part

In the [Combat Part], the battles of the Princesses are portrayed.

The [Combat Part] progresses in the following order. Unlike in regular sessions, there no “Acquisition of Scenario Tags” in a [Short Session].

①. Catastrophe

This is the scene where the enemy Void begins to use force. The GM should portray this scene using the “descriptions” and “dialogues” written in the scenario.

The [Catastrophe] primarily features NPCs. However, PCs can also appear in scenes that are specifically noted in the scenario.

②. Princess’s Sortie

This part portrays the scene from when the PCs face the enemy to when the battle begins. The GM, referencing the “descriptions” and “dialogues” written in the scenario, should portray this scene together with the Players.

Precious On

PCs activate their Precious Gear and can instantly transfer and equip their Dress Code by shouting “Precious On!”

In the “Princess’s Sortie” part, portraying this allows Players to draw one card from the deck.

This effect is available once per PC.

If Already Equipped

If, due to the flow of the story, the PCs are already equipped with their Dress Codes before the “Princess’s Sortie,” they can omit the roleplay and just receive the effect of drawing a card.

③. Combat

The battle of the Princesses is portrayed using the “Combat” rules.

For “Combat” rules, refer to “PW” P116.

Ending Part

In the [Ending Part], the end of the story is portrayed. The [Ending Part] proceeds in the following order. Unlike regular sessions, there no need for[Precious Aid] in a [Short Session].

Story Conclusion

The [Story Conclusion] part portrays the ending or epilogue of the narrative. Once the [Story Conclusion] is completed, proceed to the [Afterplay] (refer to “PW” P114).

Scenarios Without Void Appearance

In [Short Session], you can play scenarios set in situations like Princesses testing their skills against each other or in mock battle tournaments, where Voids do not appear.

In scenarios without Voids, omit the portrayal in the [Catastrophe] and proceed with the session.

Furthermore, when depicting confrontations between Princesses in the [Combat Part], it’s recommended to introduce the “PvP” (Player vs Player) rules (refer to “PW” P124). In such cases, the GM can also create a character and participate similarly to the Players in a “mock battle.”

Object Rule

In the world of “PW,” various obstacles and natural phenomena apart from princesses and voids appear and affect the battlefield. For example, debris or pillars obstructing the path, or explosives detonating due to attacks by princesses or voids. The [Object Rule] is an additional rule to represent such obstacles and natural phenomena in combat. Introducing the [Object Rule] expands the range of expressions and strategies in combat, making the battles in “PW” more enjoyable.

Here, we’ll explain the rules for introducing and using the [Object Rule].

Introduction of Object Rule

When introducing the [Object Rule], the GM should inform the PL in advance before the session starts. Also, when PLs want to use 〈Special Techniques〉 or 〈Armaments〉 related to the [Object Rule], they must confirm with the GM whether the [Object Rule] is being adopted.

Objects

[Objects] refer to obstacles and natural phenomena present on the battlefield. [Objects] are not treated as characters and cannot be selected as targets for Effects of 〈Special Techniques〉 or 〈Armaments〉.

The spatial relationships of [Objects] in [Combat] are managed based on the [Combat Space].

Objects Data

[Objects] consist of the following two data:

①. Durability

This value indicates how much an [Object] can withstand attacks. When this reaches 0, the [Object] is destroyed. For more about the destruction of [Objects], refer to P66.

Note that【Durability】is different from a character’s【HP】and cannot be recovered by 〈Armaments〉 or 〈Special Techniques〉 that restore【HP】.

②. Effect

This indicates the influence the [Object] has on the Combat Map.

Basic Ability Values of Objects

[Objects] do not have basic Ability Values like【SS Value】or【Movement】value. If it’s necessary to refer to the basic Ability Values of an [Object] due to the Effects of 〈Special Techniques〉 or 〈Armaments〉, treat them all as 0.

Hand of Objects

[Objects] are treated as not having a hand of cards. If it’s necessary to refer to the hand of an [Object] due to the Effects of 〈Special Techniques〉 or 〈Armaments〉, treat the number of cards as 0. However, 〈Wizbeast〉 is an exception and is treated as having a hand of cards. For more details, refer to [Wizbeast] on P66.

Objects Placement

[Objects] can be placed on the Combat Map during combat through the Effects of 〈Special Techniques〉 or 〈Armaments〉. When placing an [Object], follow the Effects of the 〈Special Techniques〉 or 〈Armaments〉 and position it on a Square of the [Combat Space]. However, [Objects] cannot be placed on a Square already occupied by another [Object] or Character.

Initial Placement of Objects

In some scenarios, [Objects] are already placed in the [Combat Space] at the start of combat. In such cases, the GM should place the [Objects] as specified in the scenario, in conjunction with the [Initial Enemy Placement] (refer to “PW” P117).

Objects and Combat Map

Only one [Object] can exist in each square of the [Combat Space]. If a [Character] or another [Object] enters a square already occupied by a [Character] or [Object] due to the Effects of 〈Special Technique〉 or 〈Armament〉, a [Collision] (refer to P66) occurs.

Moreover, [Objects] in the [Combat Space] are not considered [Allies] or [Enemies]. For instance, descriptions in 〈Special Techniques〉, 〈Armaments〉, or 〈Wing Drives〉 like [one Ally] or [all Allies] cannot include [Objects].

Objects and Action Phase

[Objects] generally do not have an [Action Phase]. However, 〈Wizbeast〉 (refer to P69) is an exception and does have an [Action Phase]. For more details, see [Wizbeast] on P66.

Objects Movement

In sessions where the [Object Rule] is adopted, [Movement] means “a [Character] or [Object] moving to an adjacent square” (diagonal movement is not allowed).

[Objects] may move due to the Effects of 〈Special Techniques〉 or 〈Armaments〉. The number of times an [Object] moves is determined by the [Effect]. For example, if it’s written “move with a【Movement Value】of 3,” you can repeat the movement up to three times.

Stopping Movement

The [Movement] of an [Object] is carried out one square at a time. The [Character] who caused the [Object] to move can stop the movement midway, even before reaching the number of times set by the [Effect].

Attacks Against Objects

In sessions where the [Object Rule] is adopted, the rules for [Target Selection] in [Armament Attacks] (refer to “PW” P120) are changed as follows:

The [Action Character] chooses one target to attack from characters or [Objects] within their [Range]. The character or [Object] chosen as the target of the attack is referred to as the [Target]. The term [Target] in the [Effect] of a 〈Armament〉 refers to the character or [Object] designated at this time.

Objects and Reaction Phase

[Objects] that become the target of [Armament Attacks] generally do not have a [Reaction Phase] and immediately proceed to [Damage Calculation]. However, 〈Wizbeast〉 (refer to P69) is an exception and does have a [Reaction Phase]. For more details, see [Wizbeast] on P66.

Objects and Damage Calculation

The [Object] that becomes the [Target] of an [Armament Attack] calculates the damage it receives in [Damage Calculation]. Since [Objects] generally do not have a [Reaction Phase], calculate the [Damage] directly from the attack of the [Action Character].

The [Object] that becomes the [Target] of an [Armament Attack] reduces its [Durability] by the [Damage] points received. If the [Durability] reaches 0 as a result, that object is destroyed.

Additional Rules for Objects

We’ll explain some detailed rules regarding [Objects].

Collision

In sessions where the [Object Rule] is adopted, the rules for [Collision] are modified as follows:

[Movement] caused by 〈Special Techniques〉 or 〈Armaments〉 can target Squares already occupied by a [Character] or [Object] ([Basic Movement] and [Full Movement] cannot do this). When a [Character] or [Object] moves into a Square already occupied by another [Character] or [Object], a [Collision] occurs.

In case of a [Collision], both the moving [Character] or [Object] and the one in the destination square immediately receive 3 points of damage. For a [Character], reduce【HP】by 3 points, and for an [Object], reduce [Durability] by 3 points.

Afterwards, return the moving [Character] or [Object] to its original square.

Transfer

When an [Object] receives the Effect to “Transfer,” it is temporarily removed from it ocupied Square and then repositioned in the Square specified by the [Effect]. If another [Character] or [Object] occupies the specified Square, a [Collision] occurs. After processing the [Collision], the [Object] returns to the Square it was in before the [Transfer].

Giant Objects

[Giant Objects] are rules to represent obstacles or natural phenomena with huge volumes. [Giant Objects] are explicitly labeled as “This Object is a Giant Object.” [Giant Objects] occupy 2×2 squares in the [Combat Space]. When performing an [Armament Attack] on a [Giant Object], if any part of it is within [Range], it can be chosen as a [Target].

Objects Destruction

When an [Object]’s [Durability] reaches 0, it is destroyed. A destroyed [Object] is removed from the [Combat Space]. A destroyed [Object] no longer influences the [Combat] and cannot be a [Target] by〈Special Techniques〉 or〈Armaments〉. Also, a destroyed [Object] cannot be placed again in the same combat (though the same type of [Object] can be placed as a different [Object]).

Wizbeast

Some Characters can place a special [Object], the [Wizbeast], in the [Combat Space] due to the [Effects] of〈Special Functions〉or [Update Bonus]. We’ll now explain rules regarding the [Wizbeast].

Wizbeast Placement

[Wizbeast] is placed in the [Combat Space] at the start of combat. The character who [Places] the [Wizbeast] should set it within the range of al-h1 or a2-h2 (the first two rows in front) during [Allies’ Initial Placement] (refer to “PW” P117). The character who [Places] the [Wizbeast] is treated as its [Placer].

Once all characters and [Wizbeast] are positioned, proceed to [Round Progression].

Wizbeast’s Hand

[Wizbeast] is an special [Object] that has a hand of cards. [Wizbeast] and its [Placer] always share their hand of cards. When referencing the hand of the [Wizbeast] due to the Effects of〈Special Techniques〉or〈Armaments〉, refer to the placer’s hand instead. For example, if a [Wizbeast] becomes the [Target] of an [Armament Attack] due to〈Absolute Scythe〉(refer to “PW” P94) and receives its [Effect], randomly choose and discard one card from the placer’s hand.

Wizbeast’s Armaments

The [Wizbeast] is treated as [Equipped] with one set of armaments from one of its placer’s [Variations]. Which [Variation] it is [Equipped] with depends on the [Effect] of the [Special Function] or [Update Bonus] that placed the [Wizbeast].

Wizbeast’s Action Phase

The placer can conduct an [Action Phase] for the [Wizbeast], acting as the [Action Character], either right before or right after their own [Action Phase]. However, in this [Action Phase], [Preparation Timing] is skipped, and only [Movement Timing] and [Attack Timing] are conducted.

This [Action Phase] can only be performed once per [Round] for each [Wizbeast].

Movement Timing

The [Wizbeast] cannot perform [Basic Movement] or [Full Movement]. Instead, the [Action Character] that is the [Wizbeast] can repeat [Movement] up to three times. [Collision] (refer to “PW” P121) cannot be performed in this [Movement].

Attack Timing

The [Action Character] that is the [Wizbeast] can perform [Using Armaments]. For detailed rules on [Using Armaments], refer to “PW” P118. It is also possible to perform [Additional Use] of armaments.

Once the Effects of all 〈Armaments〉, including [Additional Use], have been processed, the [Attack Timing] and the [Action Phase] are concluded.

Wizbeast’s Reaction Phase

When the [Wizbeast] becomes the [Target] of an [Armament Attack], the placer can conduct the [Wizbeast]’s [Reaction Phase]. In the [Reaction Phase], choose either [Emergency Evasion] or [Using Armaments].

Emergency Evasion

The [Wizbeast] can evade an attack by discarding cards from the hand equal to the [Evasion] cost of the used 〈Armament〉. The placer decides which cards to discard.

If the number of cards in the hand is less than the [Evasion] cost, [Emergency Evasion] cannot be performed.

If [Emergency Evasion] is performed, [Damage Calculation] does not occur. However, some 〈Armaments〉 may have [Effects] that occur even when the character performs [Emergency Evasion].

Using Armaments

The [Wizbeast] can choose and declare the use of one 〈Armament〉 of [Type: R]. Then, discard one corresponding suit card from the hand.

〈Armaments〉 of [Type: R] can also have [Additional Use] (refer to “PW” P119). For more details, refer to “PW” P120.

After the [Using Armaments] is completed, proceed to [Damage Calculation].

Abandoning the Reaction Phase

The [Target] [Wizbeast] can choose to abandon the [Reaction Phase]. In that case, proceed immediately to [Damage Calculation].

Damage Calculation

If the [Wizbeast] used an 〈Armament〉 in the [Reaction Phase] that reduces [Damage], subtract the specified number from the damage. Calculate this value as damage and reduce the [Wizbeast]’s [Durability] by damage points. If the [Wizbeast]’s [Durability] reaches 0 as a result, the [Wizbeast] is destroyed.

Object Data

〈Objects〉 are data representing obstacles or natural phenomena in combat. Here, we introduce how to read and understand the data of 〈Objects〉.

How to Read Object Data

Object data indicates the name and Effects of 〈Objects〉 placed in the combat space. 〈Objects〉 can be [Placed] during combat due to Effects of 〈Special Techniques〉 or 〈Armaments〉. For detailed rules, refer to P64.

Now, let's explain how to read the data of 〈Objects〉.

Objects Data

[Objects] consist of the following 4 item:

①. Name

The name of the 〈Object〉.

②. Durability

The value indicating how much [Damage] the 〈Object〉 can take before being destroyed.

③. Effect

This represents the Effects triggered when the 〈Object〉 is placed.

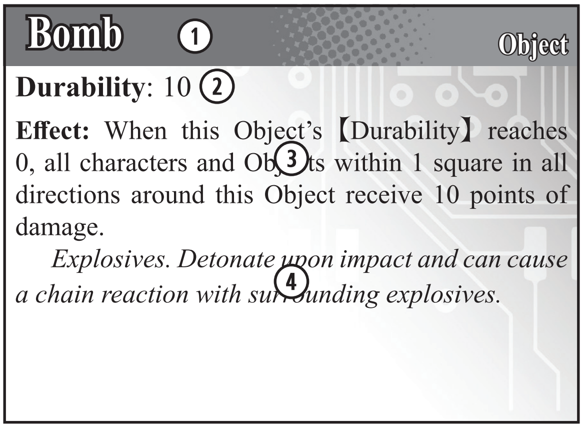
From here, we will explain the terms used in the Effects.

Surround 1 Square

This refers to all squares adjacent to the 〈Object〉 at the front, back, left, right, and diagonally. If the 〈Object〉 is not at the edge of the Combat Map, the total of these squares is 8.

④. Flavor Text

This section contains the flavor text of the 〈Object〉. The text here is only for reference and can be freely modified.



Bomb **Object**

Durability: 10

Effect: When this Object's【Durability】reaches 0, all characters and Objects within 1 square in all directions around this Object receive 10 points of damage.

Explosives. Detonate upon impact and can cause a chain reaction with surrounding explosives.

Objects

This is data expressing the durability and impact of objects on the battlefield. For how to read each item, refer to P68.

Monolith

Object

Durability: 10

Effect: None

All kinds of obstacles like debris, walls, columns, etc. They can be used in various ways to block paths or be thrown at enemies.

Bomb

Object

Durability: 10

Effect: When this Object's【Durability】reaches 0, all characters and Objects within 1 square in all directions around this Object receive 10 points of damage.

Explosives. Detonate upon impact and can cause a chain reaction with surrounding explosives.

Prominence

Object

Durability: 15

Effect: All characters and Objects within 1 square in all directions around this Object take 5 points of damage during the End Phase.

Burning objects or pillars of fire. Scatters high heat around, causing damage.

Tornado

Object

Durability: 15

Effect: Characters within 1 square in all directions around this Object cannot move to any square outside this Object's surrounding area during their Movement Timing.

A tornado. Pulls in surrounding matter, making movement difficult.

Precious Pillar

Object

Durability: 15

Effect: Characters within 1 square in all directions around this Object can draw 1 card from the deck during the End Phase.

A form where Precious Energy converges, resembling a pillar of light. Scatters energy around. However, it also absorbs dark Precious Energy.

Void Nest

Object

Durability: [Number of PC × 15]

Effect: This Object is a Giant Object. During the End Phase, the GM can make a new Mob enemy appear in any 1 square within 1 square around this Object, provided it's not already occupied by characters or Objects..

AA nest formed by Voids. Made of metal and swarming with small and medium Voids for defense.

Wizbeast

Object

Durability: 30

Effect: The placer of this Object can use it as an Action Character for an Action Phase right before or after their own (refer to P67 for details). Also, this Object can have a Reaction Phase when it becomes the target of an Armament Attack (refer to P67 for details).

A remotely operable large armament. Acts obediently following commands. Developed by Fairy Tale, have various forms.

Bad Status Rules

In the world of "PW," during combat, Princesses and Voids can be put in disadvantageous situations or suffer various adverse Effects due to the characteristics and abilities of armaments. For instance, parts of a Dress Code freezing due to an enemy's attack or being immobilized by something like wires or nets. The [Bad Status Rules] are additional rules to represent such various adverse Effects and disadvantageous situations in combat. Introducing the [Bad Status Rules] broadens the range of expression and strategy in combat, making the battles in "PW" more enjoyable.

The following explains the rules and operation for introducing the [Bad Status Rules].

Introduction of Bad Status

When introducing the [Bad Status Rules], GMs must inform the PLs before the session starts that the [Bad Status Rules] will be adopted. Moreover, PLs must confirm with the GM whether the [Bad Status Rules] are being used before utilizing any 〈Special Technique〉 or 〈Armament〉 related to [Bad Status Rules].

Bad Status

[Bad Status] refers to the adverse Effects a Character receives. The following explains the rules regarding [Bad Status].

Components of Bad Status

[Bad Status] consists of the following three components:

①. Level

Indicates the severity of the [Bad Status]. The higher the [Level], the greater the adverse Effect on the Character. There is no minimum value for the level, and it can be 0 or less.

②. Dispel Method

Each [Bad Status] has its conditions for [Dispell] it. A [Bad Status] that is dispelled loses its [Effect].

③. Effect

Indicates the impact of the [Bad Status] on the Character.

Inflicting Bad Status

Characters receive [Bad Status] from Effects of 〈Special Techniques〉 and 〈Armaments〉 described as "receive Bad Status: ●● Level n." This is referred to as inflicting [Bad Status]. Note that [Bad Status] cannot be inflict on [Objects].

A [Bad Status] that is inflicted continues to affect the Character with its [Effect] until it is dispelled. Depending on the type of [Effect], some continuously cause disadvantage to the Character, while others cause adverse Effects at specific timings.

Moreover, different types of [Bad Status] can be inflicted simultaneously on the same Character. For example, if a Character already inflicted with [Bad Status: Burn] is newly inflicted with [Bad Status: Freeze], the Character will suffer the [Effects] of both [Bad Status: Burn] and [Bad Status: Freeze].

Overwriting Bad Status

When a Character already inflicted with a [Bad Status] is newly inflicted with the same type of [Bad Status], a process called [Overwriting] of [Bad Status] occurs.

When [Overwriting] occurs, the previously inflicted [Bad Status] is dispelled, and a new [Bad Status] is inflicted. At this time, the [Level] of the [Bad Status] becomes the [Level] of the [Bad Status] that caused the [Overwriting]. However, the Character imposing the [Bad Status] can choose not to [Overwrite]. In this case, the [Overwriting] process does not occur, and the originally inflicted [Bad Status] remains as is.

Managing Bad Status

The PL of a Character who is inflicted with a [Bad Status] manages it. GM manages the [Bad Status] inflicted on [Enemies]. When a [Bad Status] is inflicted, note down what [Bad Status] and at what [Level] it is inflicted.

Dispelling Bad Status

[Bad Status] can be dispelled by the specified [Dispel Method] or Effects of 〈Special Techniques〉 and 〈Armaments〉. A dispelled [Bad Status] loses its Effect.

Also, the [Level] of a [Bad Status] may increase or decrease due to Effects of 〈Special Techniques〉 and 〈Armaments〉, but even if the [Level] of a [Bad Status] becomes 0, it is not dispelled.

All [Bad Statuses] are dispelled when a Character becomes [Incapacitated] or when the combat ends.

Consuming Timing

Dispelling a [Bad Status] may cost a [Movement Timing] or [Preparation Timing]. This cost can be done at the start of [Movement Timing] or [Preparation Timing], and the spent Timing is skipped for that turn.

If the number of [Preparation Timings] has increased due to Effects of 〈Special Techniques〉 or 〈Armaments〉, you can [Consume] that number of [Preparation Timings]. It’s also possible to spent only once and use the remaining for 〈Special Techniques〉.

Increase and Decrease Levels

Effects of 〈Special Techniques〉, 〈Armaments〉, etc., may change the [Level] of a [Bad Status]. For example, if a target already inflicted with [Bad Status: Burn Level 1] is affected by a 〈Special Technique〉 or 〈Armament〉 with the Effect of [+1 to the Level of a Bad Status], the target’s [Bad Status: Burn] [Level] increases to 2. Conversely, if affected by a [-1 to the Level of a Bad Status], the [Level] decreases to 0. Note that a [Bad Status] is not dispelled even if its [Level] becomes 0 due to [Level] changes.

Negative Bad Status

Since there is no minimum value for the [Level] of a [Bad Status], it can take on negative values. When the [Level] of a [Bad Status] becomes negative, follow the prescribed Effects. For example, the Effect of [Bad Status: Freeze Level -1] becomes “[You cannot perform Basic or Full Movement during Movement Timing. Also, reduce the damage you receive from collisions by -1].”

Bad Status Data

〈Bad Status〉 is data used to express various adverse Effects and disadvantageous situations in combat. Here, we will introduce how to read and understand the data of 〈Bad Status〉.

How to Read Bad Status Data

Bad Status Data is the data that shows the name and Effects of the 〈Bad Status〉 given to characters. 〈Bad Status〉 can be inflected on characters during combat due to the Effects of 〈Special Techniques〉 and 〈Armaments〉. For detailed rules, please refer to P70.

Now, let's explain how to read the data of 〈Bad Status〉.

Bad Status Data

Bad Status Data consists of the following four components:

①. Name

The name of the 〈Bad Status〉.

②. Dispelling Method

This represents the cost required to dispel that particular 〈Bad Status〉.

③. Effect

This represents the Effect that is activated when the 〈Bad Status〉 is inflected.

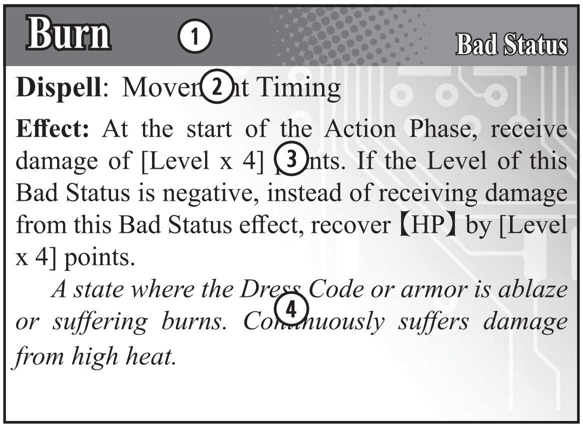
Here, we will explain the terms used in the description of Effects.

Level

For a positive number of the Bad Status level, it indicates that number. For a negative number of the Bad Status level, it indicates the number without the sign. For example, if the level is 3, its value is 3, and if the level is -3, its value is also 3.

④. Flavor Text

This section describes the flavor text of the 〈Bad Status〉. The texts written here are for reference only, so feel free to modify them as needed.



Burn ① **Bad Status**

Dispell: Moven② nt Timing

Effect: At the start of the Action Phase, receive damage of [Level x 4] ③nts. If the Level of this Bad Status is negative, instead of receiving damage from this Bad Status effect, recover【HP】by [Level x 4] points.

A state where the Dress Code or armor is ablaze or suffering burns. Co④nuously suffers damage from high heat.

Bad Status

Data that represents the adverse Effects and disadvantageous situations imposed on characters. For how to read each item, please refer to P72.

Burn

Bad Status

Dispell: Movement Timing

Effect: At the start of the Action Phase, receive damage of [Level x 4] points. If the Level of this Bad Status is negative, instead of receiving damage from this Bad Status effect, recover【HP】by [Level x 4] points.

A state where the Dress Code or armor is ablaze or suffering burns. Continuously suffers damage from high heat.

Freeze

Bad Status

Dispell: Movement Timing

Effect: Unable to [Move] during Movement Timing. Also, the damage received from Collisions increases by +Level.

A state where the Dress Code or armor is frozen. Functions are reduced, and movements become sluggish.

Electric Shock

Bad Status

Dispell: Preparation Timing

Effect:【SS Value】is reduced by -[Level x 2].

A state where the Dress Code or armor is short-circuit. Control of energy is lost, and physical abilities are diminished.

Pressure

Bad Status

Dispell: Preparation Timing

Effect: The TP cost for Special Techniques increases by +Level.

A state where a heavy load is weighed on the Dress Code or armor. Normal performance becomes difficult to perform.

Curse

Bad Status

Dispell: Effect of Special Techniques, Armaments, or Wing Drive

Effect: Receive damage of [Level x 3] points at the End Phase. If the level of this Bad Status is negative, instead of receiving damage from this Bad Status effect, recover【HP】by [Level x 3] points.

A state where the Dress Code or armor is affected by interference or viruses. The Dress Code or armor is being destroyed from the inside.

Bind

Bad Status

Dispell: Movement Timing

Effect: Unable to perform Basic or Full Movement during Movement Timing. Also, the Evasion cost required for Emergency Evasion increases by +Level.

A state where the Dress Code or armor is physically bound or restricted in movement. Until escape, it becomes difficult to avoid attacks.

Blind

Bad Status

Dispell: Preparation Timing

Effect: Unable to select Characters or Objects in Squares more than [5 - Level] Squares away as the target for Armament Attacks.

A state where vision is taken away by intense light or energy. Difficult to aim at enemies.

Special Combat Rules

In the world of “PW,” battles occur for various objectives beyond just defeating target Voids. For example, battles to protect the Celestial Tower from Voids, or to destroy nests created by Voids. [Special Combat Rules] are additional rules to represent battles in such varied situations. By implementing [Special Combat Rules], you can enjoy “PW” combats in a wider range of scenarios.

Let’s discuss how to implement and operate [Special Combat Rules].

Introduction of Special Combat

The decision to implement [Special Combat Rules] is made by the scenario creator at the time of creating the scenario. GM playing a scenario created by someone else should read the scenario before the session and check if [Special Combat Rules] are adopted.

Also, GM should inform the PLs in advance before starting the session if [Special Combat Rules] are being used. At this time, also communicate which [Special Combat] such as [Tower Defense] or [Point Strategy] will be conducted.

Special Combat

[Special Combat] is a rule that represents battles in various situations.

There are several types of [Special Combat]. Basically, the flow and rules of [Special Combat] are no different from normal [Combat]. However, some rules and processes differ. Let’s now explain the rules for each [Special Combat].

End Conditions

In [Special Combat], each has its own [End Conditions]. Following the [Flow of Combat] on “PW” P116, GM should present the [End Conditions] at the [Start of Combat] for each [Special Combat]. However, sometimes [End Conditions] are written in the [Scenario Information] depending on the [Scenario].

Adjustment of End Conditions

Scenario creators can freely arrange the [End Conditions] of [Special Combat]. For example, an [End Condition] like “reach the third [End Phase] after the start of combat” can be changed to “reach the second [End Phase]” or “reach the fourth [End Phase].”

Tower Defense

[Tower Defense] is a [Special Combat] that represents scenarios where you protect certain NPCs or buildings from a horde of Voids. Let’s explain the rules regarding [Tower Defense].

End Conditions

There are three [End Conditions] in [Tower Defense]. The first one is “reaching the third [End Phase] after the start of combat.” When the third [End Phase] is reached, counting from the start of combat, the [Combat] ends before the next Round starts, resulting in a victory for the PL side.

The second is “having at least one enemy in the [Invasion Square] at the start of the [End Phase]” (more on [Invasion Square] later). If this [End Condition] is met, [Combat] ends, and it’s a defeat for the PL side.

The third is “all PCs become incapacitated.” If this [End Condition] is met, it also results in a defeat for the PL side.

Invasion Squares

In [Tower Defense], there exist special Squares in the [Combat Space] known as [Invasion Squares]. Scenario creators should set any Square in the [Combat Space] as an [Invasion Square] during scenario creation. Any number of Squares can be set as [Invasion Squares].

[Invasion Squares] are generally treated like normal Squares. However, in [Tower Defense], if there an enemy in an [Invasion Square] at the start of the [End Phase], the [Combat] ends, resulting in defeat for the PL side.

PCs cannot [Move] into [Invasion Squares]. If an effect that moves a PC into an [Invasion Square] occurs, that [Move] is canceled.

Also, during the initial setup at the start of combat or when reviving from [Combat Incapacitation], Characters cannot be placed on [Invasion Squares].

Changing Initial Setup

In [Tower Defense] within the [Combat Space], it's recommended to change the initial setup of PCs and NPCs based on the location of the [Invasion Squares] for each scenario.

For example, if [Invasion Squares] are set to a1, a2, b1, and b2, a good initial setup for PCs could be in the a3, a4, b3, b4, c1-c4, and d1-d4 range. In that case, set up enemies initially in the e5-e8, f5-f8, g5-g8, h5-h8 range, a 4x4 area.

Adding Enemies

In [Tower Defense], GM can add enemies during the [End Phase]. Right before the start of the next Round in the [End Phase], GM place enemies in the [Combat Space]. The number and location of enemies to be placed are specified in the scenario for each enemy. If not specified, place the same number of enemies as the number of PCs, in any Square where Characters or [Objects] are not present, as per the initial enemy setup.

However, if other Characters or [Objects] already occupy the specified Squares, place the enemies in any of the surrounding Squares where other Characters or [Objects] are not present. If all those Squares are occupied, you cannot place that enemy.

Detailed Rules

There are several detailed rules regarding [End Conditions] and [Invasion Squares] in [Tower Defense]. Let's explain these detailed rules.

Invasion Squares and Transfer

You cannot perform [Transfers] into [Invasion Squares]. If an effect that transfers into an [Invasion Square] occurs, that [Transfer] is canceled.

Giant Characters and [End Conditions]

If even one Square of a [Giant Character]'s occupied 2x2 Squares is in an [Invasion Square] at the start of the [End Phase], it meets the [End Conditions].

Invasion Squares and Objects

You cannot [Place] or [Move] [Objects] into [Invasion Squares]. If an effect causes an [Object] to move into an [Invasion Square], that [Move] is canceled.

Point Strategy

[Point Strategy] is a [Special Combat] representing scenarios where you must conquer Void nests or specific buildings. Let's explain the rules regarding [Point Strategy].

End Conditions

There are two [End Conditions] in [Point Strategy]. The first one is "All [Point Objects] are [Destroyed]" ([Point Objects] will be discussed later). If this [End Condition] is met, the [Combat] ends, resulting in victory for the PL side.

The second [End Condition] is "All PCs become incapacitated." If this [End Condition] is met, the [Combat] ends, resulting in defeat for the PL side.

Point Objects

In [Point Strategy], the [Objects] that PCs must [Destroy] to meet the [End Conditions] are called [Point Objects]. [Point Objects] are generally treated like normal [Objects] but with some rule modifications. Let's explain the rules related to [Point Objects].

Point Objects Placement

[Point Objects] are placed in the [Combat Space] at the start of combat. GM should place [Point Objects] on the Squares of the [Combat Space] as described in the scenario. Additionally, GM should disclose to the PLs the type and location of [Point Objects] at the start of combat. For example, say something like, "In this scenario, the [Objects: Monoliths] placed at b8 and g8 are the [Point Objects]."

Scenario creators should specify the type of [Point Objects] and which Squares of the [Combat Space] they will be placed in during scenario creation.

Changing Initial Setup

In [Point Strategy] within the [Combat Space], it's recommended to change the initial setup of PCs and NPCs based on the location of [Point Objects] for each scenario.

For example, if you set two [Point Objects] as 〈Void Nests〉 and place them at c7-8, d7-8, and e7-8, f7-8, the enemies' initial setup could be placed in the a5-h5 or a6-h6 range.

Adding Enemies

In [Point Strategy], GM can add enemies during the [End Phase]. Right before the start of the next Round in the [End Phase], GM place enemies in the [Combat Space]. The number and location of enemies are specified in the scenario for each enemy. If not specified, place the same number of enemies as the number of PCs in any Squares where Characters or [Objects] are not present, as per the initial enemy setup.

However, if other Characters or [Objects] already occupy the specified Squares, place the enemies in any of the surrounding Squares where other Characters or [Objects] are not present. If all those Squares are occupied, you cannot place that enemy.

Endless Wave

[Endless Wave] is a [Special Combat] that represents a scenario of mowing down a large number of Voids. Let's explain the rules regarding [Endless Wave].

End Conditions

There are three [End Conditions] in [Endless Wave]. The first is "Defeat a specified number of [Enemies] as set in the scenario." If this [End Condition] is met, the [Combat] ends, and the PL side wins.

The second [End Condition] is "All PCs become incapacitated." If this [End Condition] is met, the [Combat] ends, and the PL side loses.

The third is "Reach the 5th [End Phase] after the start of combat." If the 5th [End Phase] is reached after the start of combat, the [Combat] ends before the next Round starts, and the PL side loses.

Start of Combat

At the start of combat, the GM discloses to the PLs how many [Enemies] need to be rendered [Combat Incapacitated] to meet the [End Conditions] as described in the scenario. For example, say something like, "In this scenario, you need to defeat 15 [Enemies]."

Additionally, some scenarios may specify the type of [Enemy] that needs to be incapacitated. In such cases, the GM should disclose to the PLs which type and how many of those [Enemies] need to be incapacitated. For example, "In this scenario, you need to defeat 10 [Violence Zombies]."

During Scenario Creation

Scenario creators should specify the number and, if necessary, the type of [Enemies] that must be incapacitated to meet the [End Conditions] during the creation of the scenario.

Start of Combat

In [Endless Wave], the GM can add enemies during the [End Phase]. Right before the start of the next Round in the [End Phase], the GM places [Enemies] in the [Combat Space]. The number and placement of these enemies are specified in the scenario for each enemy. If not specified, place the same number of enemies as the number of PCs in any Square not already occupied by

Characters or [Objects], as per the initial enemy setup.

However, if other Characters or [Objects] already occupy the specified Squares, the GM should place the enemies in any surrounding Square not occupied by other Characters or [Objects]. If all surrounding Squares are occupied, those enemies cannot be placed.

Time Attack

[Time Attack] is a [Special Combat] that represents a scenario of defeating Voids or Dark Princesses within a limited time. Let's explain the rules regarding [Time Attack].

End Conditions

There are three [End Conditions] in [Time Attack]. The first is "All enemies become incapacitated." If this [End Condition] is met, the [Combat] ends, resulting in victory for the PL side.

The second [End Condition] is "All PCs become incapacitated." If this [End Condition] is met, the [Combat] ends, resulting in defeat for the PL side.

The third is "The combat reaches the specified number of [End Phases] after the start of combat as designated in the scenario." If this [End Condition] is met, the [Combat] ends, resulting in defeat for the PL side.

Start of Combat

At the start of combat, the GM discloses to the PLs the number of [End Phases] that need to be reached to meet the [End Conditions] as described in the scenario. For example, "In this scenario, if you reach the 3rd [End Phase], the combat will end."

During Scenario Creation

Scenario creators should specify the number of [End Phases] needed to meet the [End Conditions] when creating the scenario.

Rules for 4 Players

The [PL4 Compatibility Rules] are additional rules for playing “PW” sessions with 4 PLs. Some rules, such as the maximum number of cards in the hands of GMs and PLs, and the size of the combat space, are modified.

This book also includes new [Session Sheets] and [Combat Map Sheets] for use when adopting the [PL4 Person Compatibility Rules]. When conducting a session with these rules, copy the sheets at the end of this book or download them from the official website, preparing one sheet of each type.

Basic Procedures under PL4 Rules

Under the [PL4 Compatibility Rules], some of the basic rules for playing “PW” are modified. Here are the changes in basic procedures under these rules:

Hand Limit

The maximum hand for PLs is 9 cards, and for the GM, it is 18 cards. You cannot draw cards beyond this limit.

When the Deck and Discard Pile are Empty

If the deck and discard pile are empty, and an Effect that requires draw card form the deck or discard pile is skipped.

Pre-Play

Under [PL4 Compatibility Rules], the content of [Pre-Play] is partially modified. Below are the changes in [Pre-Play] under these rules:

⑤. Preparation and fill in Session Sheet

The [Session Sheet] is a form for the GM to record the characteristics and information of PCs. The GM should prepare a [Session Sheet] that corresponds to the [PL4 Compatibility Rules]. Then, fill in the session information and PC information.

The [Session Sheet] corresponding to the [PL4 Compatibility Rules] can be copied from the end of this book or downloaded from the official website.

⑦. Preparation Hand and Deck

At the end of [Pre-Play], the GM prepares the hands and deck.

GM’s Hand

The GM shuffles the deck of cards, excluding two jokers, and then draws 15 cards to make their hand, keeping them face down.

PL’s Hand

After the GM prepares their hand, the jokers are shuffled back into the deck. PLs draw 6 cards from the deck, keeping them face up.

Once the preparation of hands and deck is complete, [Pre-Play] ends.

Combat Rules

Under [PL4 Compatibility Rules], the content of [Combat Rules] is partially modified. Here are the changes in [Combat Rules] under these rules:

Size of the Combat Map

In [PL4 Compatibility Rules], the [Combat Space] is divided into 9 rows × 9 columns. Rows are numbered 1 to 9, and columns are assigned letters a to i, allowing coordinates to be identified by their combinations.

Combat Map Sheet

The GM should use a [Combat Map Sheet] or a 9x9 square image for preparing the [Combat Space] during the [Start of Combat] phase in

"PW" (refer to "PW" P116).

The [Combat Map Sheet] compatible with the [PL4 Compatibility Rules] can be copied from the end of this book or downloaded from the official website.

Initial Enemy Placement

The GM places enemies in the [Combat Space]. The placement locations for each enemy are specified in the scenario. If not specified, the GM may place them in any desired spot in the range of a8 to i8 or a9 to i9 (the back two rows).

Initial Ally Placement

Each PC is placed in the [Combat Space]. The placement area for PCs is within the range of al to i1, or a2 to i2 (the front two rows).

Enemy Data

Under the [PL4 Compatibility Rules], some adjustments are made to the [Enemy Data].

Adjustments to Basic Ability Values

In scenarios adopting the [PL4 Person Compatibility Rules], the basic ability values of [Boss Enemies] are modified.

From the data for 3-PL scenarios, add +30 to 【HP】 and +10 to 【TP】 for the boss enemies.

Addition of Dark Drive

In scenarios adopting the [PL4 Person Compatibility Rules], the number of [Dark Drives] a [Boss Enemy] can acquire may increase.

The number of [Dark Drives] to acquire varies with each enemy type. Scenario creators or GMs should select [Dark Drives] from the list in "PW" P152 according to the acquisition number for each enemy type.

Considerations for 4 PLs

In sessions adopting the [PL4 Compatibility Rules], various rules are changed, so there are some points to consider. Below are some considerations for playing with 4 PLs.

Length of Session Time

When playing with 4 PLs, the session time is expected to be longer compared to regular sessions. Especially with 4 PLs, the time taken for [Combat] will be longer. Also, as the number of [Information Items] in [Investigation Parts] and the number of [Required Tags] for [Dark Hearts] in [Ending Part] increases compared to regular sessions, there will be more turns for each player's portrayal. Therefore, take longer breaks during [Interludes] and frequent short breaks outside of [Interludes]. Utilizing [Short Sessions] (P61) is also recommended.

Complexity of Combat

In sessions with 4 PLs, the [Combat] becomes more complex due to the expansion of the [Combat Space] and the addition of [Enemy Data]. Therefore, it is not highly recommended to play with 4 PLs if there are players new to "PW" or still unfamiliar with its rules. If playing with such players, the GM should provide as much data and rule support as possible.

Dark Heart Transformation

In “PW,” scenarios where NPCs are brainwashed by Queen voids and become Dark Hearts are a classic pattern.

Here we explain the [Dark Heart Transformation Table] that assists in creating such scenarios. The [Dark Heart Transformation Table] is a chart that allows you to determine the reason for an NPC’s transformation into a Dark Heart using dice rolls (DOC). When used in conjunction with the [Life Tag] tables on “PW” P68~P72, it helps easily determine elements for scenario ideas.

Each item on the table is related to a [Life Tag], such as “⑩ Future Dreams” or “⑫ Worries.” These correspond to the [Life Tag] tables where content can be determined with DOC.

Scenario Creation Process

Creating scenarios using the [Dark Heart Transformation Table] proceeds in the following order:

①. Setting Up the NPC

For scenarios where an NPC becomes a Dark Heart, first decide the detailed settings of the NPC. Use the [Life Tag] and [Personal Flavor] tables on “PW” P68~P77 as references.

②. Determine the Cause

Refer to the [Dark Heart Transformation Table] and determine the content with DOC.

③. Determine Other Elements

Decide the “main scenario setting” and the “Queen Void mastermind.” The main scenario setting could be a broad stage like Misora City or Tenkai Islands, or a smaller setting like the Fairy Tale student dorm or “Misora Game Zone” (“PW” P33). If choosing a smaller setting, it’s recommended to match it with the NPC settings decided in ①. For example, if “① Hobby” is “movie watching,” then Misora City’s “283 Cinema” (“PW” P33) would be a good setting.

④. Writing the Scenario

Once all elements are determined, refer to the scenario creation guide on “PW” P128 to write the scenario.

Dark Heart Transformation Table (DOC)

	Cause
A	Because of a quarrel over "⑩ Future Dreams" or "⑫ Worries"
2	Because "① Hobby" or "⑩ Future Dreams" were ridiculed by someone
3	Because of a failure in "⑦ Club (Circle)" or "⑩ Future Dreams"
4	Because of being deceived in "③ Passionate About" or "⑫ Worries"
5	Because of a failure in "⑦ Club (Circle)" or "⑧ Part-time Job"
6	Because of jealousy over someone's "② Special Talent" or "⑩ Future Dreams"
7	Because of losing something and no longer being able to do "① Hobby" or "② Special Talent"
8	Because "③ Current Passion" or "⑩ Future Dreams" were denied
9	Because "⑪ Motivation" or "⑬ Memories" were tainted
10	Because of hurting a friend in "① Hobby" or "⑦ Club (Circle)"
J	Because of unsuccessful relationships in "⑦ Club (Circle)" or "⑧ Part-time Jobs"
Q	Because "① Hobby" or "③ Current Passion" were not understood by others
K	Because of losing confidence due to "⑫ Worries"
Joker	Because of overeating or being unable to eat "⑨ Favorite Food"
Extra	Any other preferred cause

GAME MASTER SECTION

PRINCESSWING

About This Section

This book includes additional enemy data and sample enemies that can be used by scenario creators for creating enemies in “PW”.

It also explains how to create a new type of enemy, [Queen Voids], along with their unique data.

Scenario Creation Guide

The book introduces a new scenario progression method called [Short Session] in “PW”. This section explains how to write scenarios that adopt the [Short Session].

Queen Void

The book details the creation method for a new enemy type, [Queen Voids].

Scenario creators can use the rules provided to create original [Enemies] as [Queen Voids] for their scenarios.

For enemy creation methods, refer to “PW” P140.

Soleil Core

The book introduces the [Soleil Core], a new data type representing high-dimensional engines equipped by Queen Voids.

Enemies that are [Queen Voids] acquire the 〈Soleil Core〉 data, enabling them to utilize its effects in battle.

There are a total of seven 〈Soleil Core〉 data types introduced in this book.

New Sample Enemies

New [Mob Enemies] and [Boss Enemies] sample enemies are added in this book.

Among these additional [Sample Enemies] are also [Queen Voids], a new enemy type introduced in this book.

For how to read enemy data, refer to “PW” P130.

New Enemy Special Techniques

The book introduces new 〈Special Techniques〉 for creating enemies.

For how to read the values and data, refer to “PW” P88.

New Mob Enemy Armament

New 〈Armament〉 for creating Mob Enemies is introduced in the book.

For how to read the values and data, refer to “PW” P92.

New Boss Enemy Armament

New 〈Armament〉 for creating Boss Enemies is introduced in the book.

For how to read the values and data, refer to “PW” P92.

New Dark Drives

The book introduces new 〈Dark Drives〉 for creating Boss Enemies.

For how to read the values and data, refer to “PW” P102.

Scenario Creation Guide

In this book, a new method of scenario progression called [Short Session] is introduced. Here, we will explain how to write and play original scenarios adopting [Short Sessions]. Note that the following explanation is just a guide, and scenarios don't have to be created strictly in this manner.

How to Write a Scenario

Scenarios using [Short Sessions] require descriptions of three parts: [Introduction Part], [Combat Part], and [Ending Part]. Below is an explanation of how to write each part.

Introduction Part

This part of the scenario includes two phases: [PC's Daily Life] and [Beginning of the Story]. The writing style is essentially the same as in regular sessions.

Since [Short Sessions] lack an [Investigation Part], there are fewer opportunities for conversations between PCs or interactions with NPCs. Therefore, in the [Introduction Part], it's good to set up scenes where PCs can easily converse and deepen their relationships with NPCs crucial to the scenario.

During the session, if you feel there are too few interactions between PCs in the [Introduction Part], feel free to increase the number of scenes depicted in [PC's Daily Life]. Additionally, if players want to create new scenes following the [Beginning of the Story], you can add them like [Free Scenes] (see "PW" P111).

Also, since there is no [Interlude] after the [Investigation Part] in [Short Sessions], it's recommended to take a break at the end of the [Introduction Part].

Combat Part

The [Combat Part] includes two phases: [Catastrophe] and [Princess's Sortie]. Generally, the writing style is the same as in regular sessions, but in [Short Sessions], you can omit the depiction of [Catastrophe].

For example, in scenarios with situations like princesses testing their skills or mock battle tournaments where Voids don't appear, omit the [Catastrophe].

Moreover, if the scenario creator has prepared a PC-like character, you can introduce [PvP] (see "PW" P124) rules for the [Combat]. In this case, you'll need to include the pre-created PC data as [Enemy Data] in the scenario.

Ending Part

In the [Ending Part] of [Short Sessions], you don't perform [Precious Aid] and only depict [Story Conclusion].

[Story Conclusion] includes the final resolution and epilogue of the event. As [Precious Aid] is not performed in [Short Sessions], the [Ending Part] tends to be simpler. Therefore, set various scenes for [Story Conclusion] to allow for more extended depiction than in regular scenarios.

Additionally, during the session, if players propose new scenes not included in the scenario, and other players and the GM approve, you can create and depict these new scenes.

Queen Void

In the world of “PW”, princesses sometimes engage in battles with Queen Voids, which are revealed through Activation (P22). This section explains the new [Enemy Type] added in this book, the [Queen Void].

Using Queen Void

[Queen Void] is a new [Enemy Type] added in this book. [Queen Void] are used as [Boss Enemies].

It is recommended that battles with [Queen Void] are conducted in scenarios where the average spent experience points of PCs are 10 points or more.

Soleil Core

Enemies with the [Enemy Type] [Queen Void] have a new item added called the 〈Soleil Core〉. Here, we will explain the data of the 〈Soleil Core〉.

The 〈Soleil Core〉 is a mechanism that compresses and converts dark Precious Energy into a semi-permanent power source. The 〈Soleil Core〉 data continuously exerts its effect during combat, and the GM does not need to declare its use.

The data of the 〈Soleil Core〉, like other enemy data, is revealed to the PLs at the start of [Combat].

Components of Soleil Core Data

The Soleil Core data consists of the following two components:

①. Name

The name of the 〈Soleil Core〉.

②. Effect

The effect that the 〈Soleil Core〉 activates during combat.

Soleil Core Rules

Here we explain the detailed rules concerning the 〈Soleil Core〉.

When Incapacitated

If an enemy with a 〈Soleil Core〉 becomes [Incapacitated], the effect of that 〈Soleil Core〉 is lost.

Even for cores like 〈Mars〉 (P87) that give effects to other enemies, if the enemy with the 〈Soleil Core〉 becomes [Incapacitated], its effect is lost.

However, if an enemy that has a 〈Soleil Core〉 through 〈Armaments〉 or [Dark Drive] effects is revived from [Incapacitated], the effect of the 〈Soleil Core〉 will be activated again.

Original Soleil Cores

You are free to arrange or create yor own 〈Soleil Core〉 data to match the content of the scenario or the individual Queen Void.

When creating an original 〈Soleil Core〉, it is good to refer to the [Soleil Core List] on P87 and write down the effects accordingly.

Creating Queen Void

This section explains the procedure for creating an original [Queen Void].

Create a Queen Void

The creation of a Queen Void boss enemy involves the following steps:

①. Enemy Type

The enemy type is automatically set as [Queen Void].

②. Enemy's Size

Determine whether the enemy will be a [Giant Character] or not. If it is a [Giant Character], the rules for [Giant Characters] apply. Refer to "PW" P122 for details.

③. Basic Ability Values

Decide on the enemy's [Basic Ability Values]. The creator is free to choose these values. However, ensure that the total value of [【HP】 + 【TP】 + (【SS Value】 + 【Movement】) × 5] is between 130-150 for a two-player group, and 170-190 for a three-player group. Additionally, set the 【HP】 between 60-100 for two players, adding +30 for three players.

④. Special Skills

Decide on three 〈Special Skills〉 for the enemy. The creator should choose and acquire three 〈Special Skills〉 from the enemy skills list.

⑤. Armaments

Decide on the enemy's 〈Armaments〉. Boss enemies automatically acquire 〈Tackle〉 ("PW" P93) and 〈Chaotic Moon〉 ("PW" P141), plus one 〈Armament〉 for each of the four parts from the 〈Boss Enemy Armaments〉 list.

⑥. Dark Drive

Decide on the enemy's 〈Dark Drive〉. The creator should select and acquire a 〈Dark Drive〉 of their choice from the Dark Drive list ("PW" P152). The number of 〈Dark Drives〉 acquired should be [Number of PCs - 2].

⑦. Soleil Core

Decide on the enemy's 〈Soleil Core〉. The creator should select and acquire one 〈Soleil Core〉 from the Soleil Core list (P87). However, if the average spent experience points of the PCs exceed 20 points, choose and acquire an additional 〈Soleil Core〉. Note that the same 〈Soleil Core〉 cannot be acquired more than once.

⑧. Upgrade the Enemy

Adjust the enemy's data according to the average spent experience points of the scenario in which the enemy appears.

For [Enemy Data], add +20 to 【Max HP】 and +10 to 【Max TP】 for every 5 points increase in average spent experience points of the PCs. Also, add +1 card to the number of cards GM replenishes during the End Phase.

Adjusting Queen Void Data

It is recommended to conduct battles with [Queen Void] in scenarios where the average spent experience points of PCs are 10 points or more. However, depending on the scenario, it is possible to have battles with Queen Void using initially created PCs.

In such cases, adjust the Queen Void data as follows:

・Reduce the number of Dark Drives by one. (If the number of Dark Drives is already 0, instead reduce 【HP】 by -10).

Soleil Core Data

〈Soleil Core〉 represents the high-dimensional engine equipped by Queen Voids. This section introduces how to understand and interpret the data of 〈Soleil Cores〉.

Understanding Soleil Core Data

Soleil Core data refers to the name and effects of the 〈Soleil Core〉 acquired by an enemy. 〈Soleil Cores〉 continuously exhibit their effects during combat.

The following explains how to interpret the data of 〈Soleil Cores〉.

Using Queen Void

Soleil Core data consists of the following three components:

①. Name

The name of the 〈Soleil Core〉.

②. Effect

The effect that the 〈Soleil Core〉 continuously activates.

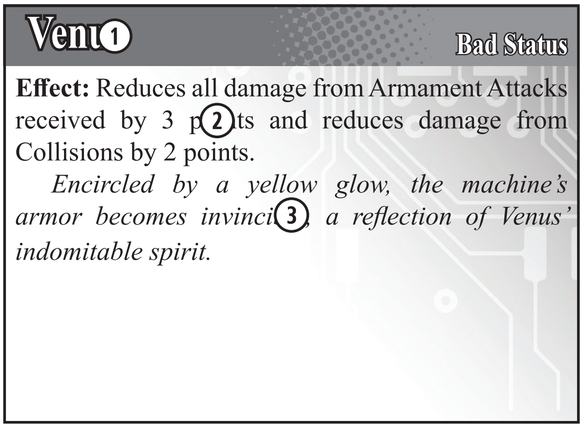
③. Flavor Text

The flavor text of the 〈Soleil Core〉 are written here. These texts are for reference only and can be freely modified.

Disclose Datas

The data of 〈Soleil Cores〉, like other [enemy] data, is disclosed to the PLs at the start of [combat].

During the [Flow of Combat] (“PW” P116), in the [Disclose Enemy Data] section, the GM should disclose the 〈Soleil Core〉 data along with other data.



Venu① **Bad Status**

Effect: Reduces all damage from Armament Attacks received by 3 p②ts and reduces damage from Collisions by 2 points.

Encircled by a yellow glow, the machine’s armor becomes invinci③, a reflection of Venus’ indomitable spirit.

Soleil Core

Data representing the high-dimensional engine equipped by an enemy. For how to interpret each component, refer to P86.

Mercury

Soleil Core

Effect: Allows two Preparation Timings during the Action Phase.

Swathed in a blue aura, the core amplifies the wearer's physical abilities with Mercury's celestial swiftness.

Venus

Soleil Core

Effect: Reduces all damage from Armament Attacks received by 3 points and reduces damage from Collisions by 2 points.

Encircled by a yellow glow, the machine's armor becomes invincible, a reflection of Venus' indomitable spirit.

Mars

Soleil Core

Effect: Increases the Power of all Armaments used by the wearer by +3, and increases the Power of all Armaments used by Mob Enemies by 2.

Encircled by a yellow glow, the machine's armor becomes invincible, a reflection of Venus' indomitable spirit.

Jupiter

Soleil Core

Effect: Increases【Maximum HP】and【HP】by +50.

A green aura surrounds the machine, creating multi-layered energy shields, embodying Jupiter's protective might.

Saturn

Soleil Core

Effect: Increases the number of cards replenished during the End Phase by +2.

Bathed in a purple light, the core enhances energy efficiency, resonating with Saturn's mystical wisdom.

Uranus

Soleil Core

Effect: In the End Phase, allows to summon 1 Mob Enemy of choice in any unoccupied Square, but the【HP】of the summoned Mob Enemy will be halved (rounding down).

A black aura envelops the machine, opening dimensional corridors and summoning new Voids, echoing Uranus' mysterious depths.

Neptune

Soleil Core

Effect: Upon acquiring this Soleil Core, immediately create one Variation. The wearer is always considered to be equipped with Armaments of that Variation.

Cloaked in white radiance, the machine forges new armaments from dimensional gateways, inspired by Neptune's boundless creativity.

Sample Enemy

We will describe the new data for Voids and Dark Princesses, who are enemies of the Princess. For guidance on how to view each item, please refer to “PW” P130.

Phantom Ghost

Mob

Type: Witch
HP: 15 **TP:** -
SS: 6 **Move:** 2
[This Character can’t Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Beam Scythe (A/6/1~2/2)

Targets damaged by this Armament must reduce their 【TP】 by 2 points.

♣ Left: Beam Sword (A/9/1~2/2)

None

♡ Top: Coating Mantle (R/-/-/-)

When calculating damage from an Armament Attack, the user can reduce the damage they receive by 10 points. Can be used once per scenario.

◇ Bottom: Thrust Linker (P/-/-/-)

At the end of each End Phase,draw 1 card from the deck and add it to your hand.

A medium-sized Void draped in fusuma, about 3 meters tall, walking upright. It has a skeletal, slender frame and wields a giant scythe.

Violence Zombie

Mob

Type: Witch
HP: 25 **TP:** -
SS: 3 **Move:** 2
[This Character can’t Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Heat Hand (A/7/1/2)

Targets damaged by this Armament receive the Bad Status: Burn Level 1.

♣ Left: Heat Hand (A/7/1/2)

Targets damaged by this Armament receive the Bad Status: Burn Level 1.

♡ Top: Prominence Blast (A/6/3~4/1)

Upon damage by this Armament, the user can place an Object: Prominence in any one of the surrounding Squares around the Target.

◇ Bottom: Damage Linker (P/-/-/-)

When a Boss Enemy takes damage, the character equipped with this Armament can choose to take up to 5 points of that damage instead.

A medium-sized humanoid Void, made of soft materials, about 2 meters tall, walking upright but dragging its feet. It has a molten core inside, and its high-temperature body can melt objects upon contact.

Black Vampire

Mob

Type: Witch
HP: 15 **TP:** -
SS: 5 **Move:** 3
[This Character can’t Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Grand Hammer (A/7/1/1)

When using this Armament, you can draw the top card of the deck and place it into the discard pile. In this case, the Power of this Armament increases by the number of the cards placed in the discard pile. Note, Joker = 13.

♣ Left: Darkness Rod (A/4/3~4/2)

If the target is damaged by this Armament, after the Attack ends, the user can draw 2 cards from the deck and add them to their hand.

♡ Top: Coating Mantle (R/-/-/-)

When calculating damage from an Armament Attack, the user can reduce the damage they receive by 10 points. Can be used once per scenario.

◇ Bottom: Kick Blast (A/6/1/2)

Before selecting targets, you can move 1 square. When moving with this Armament's effect, you don't take damage from Collisions.

A medium-sized humanoid Void wearing something resembling a cloak, about 2 meters tall, walking upright. Known for its agility, it excels in close combat.

Almiraj Rabbit

Mob

Type: Beast
HP: 10 **TP:** -
SS: 7 **Move:** 2
[This Character can’t Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Punch Blast (A/5/2/2)

The Power of this Armament increases by [the number of squares the user moved during this Action Phase × 2]. However, this effect does not activate if the Armament is used outside the user's Action Phase.

♣ Left: Beam Claw (A/8/1/2)

Before selecting targets, you can move 1 square.

♡ Top: Beam Horn (A/9/1/2)

Upon used, you may discard 1 card from your hand to increase Power of this Armament by +3, and its Range to 1~2.

◇ Bottom: Avoid System (P/-/-/-)

The user can perform Emergency Evasion.

A medium-sized, blue rabbit-shaped Void, about 3 meters long, moving by running on all fours. It leaps into the fray, engaging in close combat with its hook claws and forelegs.

Phantom Ghost

Mob

Type: Beast
HP: 10 **TP:** -
SS: 5 **Move:** 2
[This Character can’t Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Jamming Claw (A/7/1/2)

Targets damaged by this Armament will, for 1 turn, have the Minimum and Maximum Range of all their Armaments -1 (Minimum 1)

♣ Left: Jamming Claw (A/7/1/2)

Targets damaged by this Armament will, for 1 turn, have the Minimum and Maximum Range of all their Armaments -1 (Minimum 1)

♡ Top: Feather Bit (A/5/2~3/2)

Upon damage by this Armament, Targets must randomly choose and discard 1 card from their hand.

◇ Bottom: Avoid System (P/-/-/-)

The user can perform Emergency Evasion.

A medium-sized, white chicken-shaped Void, about 3 meters long, moving quickly on two legs. It has high evasion capabilities, using its wings to instantly escape dangerous areas.

Sebek Alligator

Mob

Type: Beast
HP: 20 **TP:** -
SS: 4 **Move:** 2
[This Character can’t Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Aqua Laser (A/5/5~6/2)

Targets damaged by this Armament receive the Bad Status: Pressure Level 1.

♣ Left: Aqua Laser (A/5/5~6/2)

Targets damaged by this Armament receive the Bad Status: Pressure Level 1.

♡ Top: Poison Fang (A/8/1/2)

Targets damaged by this Armament receive the Bad Status: Curse Level 1.

◇ Bottom: Tail Swing (A/6/1~2/2)

Before selecting targets, you can move 2 square.

A medium-sized, green crocodile-shaped Void, about 5 meters long, moving by crawling on all fours. Specializes in combat near water bodies, utilizing surrounding water as energy.

Salamandra Newt

Mob

Type: Beast
HP: 15 **TP:** -
SS: 6 **Move:** 2
[This Character can’t Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Cold Hand (A/7/1/2)

Targets damaged by this Armament receive the Bad Status: Freeze Level 1.

♣ Left: Cold Hand (A/7/1/2)

Targets damaged by this Armament receive the Bad Status: Freeze Level 1.

♡ Top: Dragonic Breath (A/8/3~5/2)

Upon damage by this Armament, increases the level of all Bad Statuses the Target is suffering by +1.

◇ Bottom: Tail Swing (A/6/1~2/2)

Before selecting targets, you can move 2 square.

A medium-sized, black salamander-shaped Void, about 4 meters long, moving by crawling on all fours. Capable of firing high-density compressed energy beams from its mouth.

Heteroptera Look

Mob

Type: Noble
HP: 20 **TP:** -
SS: 3 **Move:** 2
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Charge Shield (R/-/-/-)

Upon used, on the next Action Phase, +3 to Power of the first Amament you use for Attack.

♣ Left: Charge Shield (R/-/-/-)

Upon used, on the next Action Phase, +3 to Power of the first Amament you use for Attack.

♡ Top: Magnum Bit (A/9/3~5/2)

None

◇ Bottom: Deflector Barrier (R/-/-/-)

The user's【HP】cannot drop below 0. Can be used once per scenario.

A medium-sized, white beetle-shaped Void, about 2 meters long, moving by crawling on six legs. Notable for its extremely hard armor, offering high defensive capabilities.

Alpheios Bishop

Mob

Type: Noble
HP: 10 **TP:** -
SS: 5 **Move:** 3
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Beam Scissors (A/7/1/2)

Targets damaged by this Armament have the damage they receive from all Bad Statuses increased by +2 for 1 turn.

♣ Left: Advanced Flare (A/5/3~4/2)

Upon damaged, draw 1 card from target hand and add it to your hand.

♡ Top: Weapon Linker (P/-/-/-)

Add +1 to Power all Armament equipped by Boss Enemies.

◇ Bottom: Stun Needle (A/7/1/2)

Targets damaged by this weapon receive the Bad Status: Electric Shock Level 1. If the target already has the Bad Status: Electric Shock, its Level increases by +1.

A medium-sized, red mantis shrimp-shaped Void, about 4 meters long, moving on eight legs. Intimidates princesses with its giant pincers and plasma shockwaves emitted from them.

Rafflesia Baron

Mob

Type: Noble
HP: 15 **TP:** -
SS: 6 **Move:** 2
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Spin Slicer (A/7/1/2)

Targets damaged by this Armament will, for 1 turn, have the Minimum and Maximum Range of all their Armaments +1.

♣ Left: Spin Slicer (A/7/1/2)

Targets damaged by this Armament will, for 1 turn, have the Minimum and Maximum Range of all their Armaments +1.

♡ Top: Prominence Blast (A/6/3~4/1)

Upon damage by this Armament, the user can place an Object: Prominence in any one of the surrounding Squares around the Target.

◇ Bottom: Grand Progress (A/-/-/-)

Increase +2 to Power of all Ally's Armament for 1 turn.

A medium-sized, purple petal-shaped Void, about 2 meters tall, moving by hovering. Engages in close combat using rapidly rotating blades extended from its petal sides.

Nepenthes Duke

Mob

Type: Noble
HP: 10 **TP:** -
SS: 7 **Move:** 2
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Tentacle Anchor (A/4/2~4/2)

This Armament allows the user to Transfer a target damaged by it to any Square directly adjacent (front, back, left, or right) to the user.

♣ Left: Tentacle Anchor (A/4/2~4/2)

This Armament allows the user to Transfer a target damaged by it to any Square directly adjacent (front, back, left, or right) to the user.

♡ Top: Poison Fang (A/8/1/2)

Targets damaged by this Armament receive the Bad Status: Curse Level 1.

◇ Bottom: Hard Thread (A/6/2~4/2)

Targets damaged by this weapon receive the Bad Status: Bind Level 1.

A medium-sized, blue petal-shaped Void, about 3 meters long, moving by crawling. Manipulates multiple tentacles to bind and attack enemies with its venomous fangs.

Flying Monitor
Mob

Type: Architect
HP: 15 **TP:** -
SS: 5 **Move:** 2
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Debris Sweeper (A/-/-/-)

This Armament allows the user to place an Object: Monolith in any square within a 1 Square radius around them.

♣ Left: Debris Sweeper (A/-/-/-)

This Armament allows the user to place an Object: Monolith in any square within a 1 Square radius around them.

♡ Top: Magnum Bit (A/9/3~5/2)

None

◇ Bottom: Flash Bomb (A/7/2~3/2)

Targets damaged by this weapon receive the Bad Status: Blind Level 1.

A medium-sized, black LCD screen-shaped Void, about 3 meters long, moving by floating. Can suck objects into its screen displaying a static image and eject them as wall-like structures.

Rampage Wheel
Mob

Type: Architect
HP: 10 **TP:** -
SS: 7 **Move:** 3
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Beam Cannon (A/5/3~5/2)

Draw 1 card and add to your hand.

♣ Left: Snipe Arrow (A/5/5~8/2)

None

♡ Top: Sequence (A/-/-/-)

Draw 3 card and reveal it to everyone, keep 1 and discard 2.

◇ Bottom: Super Boost (A/-/-/-)

The user can instantly move 3 Square.

A medium-sized, red car-shaped Void, about 2 meters long, moving on the ground or in the air. Equipped with an acceleration device, it charges at princesses at high speed.

Tempest Generator
Mob

Type: Architect
HP: 20 **TP:** -
SS: 4 **Move:** 2
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Beam Machine Gun (A/4/3~5/2)

After attacking with this Armament, the user can discard an additional card from their hand to use this armament for a second attack. However, the effect of this Armament does not activate during this second use.

♣ Left: Super Vulcan (A/9/3~5/3)

During damage calculation, the target can discard x card from their hand to reduce the damage by [Discarded card x 3].

♡ Top: Tornado Blast (A/6/3~4/1)

Upon damage by this Armament, the user can place an Object: Tornado in any one of the surrounding Squares around the Target.

◇ Bottom: Cutter Bit (A/7/3~5/2)

Upon damage by this Armament, Targets must choose 3 cards from their hand. The Target must then exchange those cards with another PL.

A medium-sized, light blue fan-shaped Void, about 3 meters long, moving by floating. Its feather-like parts rotate to create tornadoes on the battlefield.

Little Breaker
Mob

Type: Architect
HP: 20 **TP:** -
SS: 6 **Move:** 2
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Grenade Launcher (A/8/Text/1)

Choose any 2x2 area on the Map. This Armament can target all enemies within the chosen 2x2 area.

♣ Left: Super Bazooka (A/8/4~5/1)

Upon damaged by this Armament, you can move target to anywhere in 1 square.

♡ Top: Magnum Bit (A/9/3~5/2)

None

◇ Bottom: Flash Bomb (A/7/2~3/2)

Targets damaged by this weapon receive the Bad Status: Blind Level 1.

A tank-bodied medium-sized Void, about 3 meters long, moving on the ground or in the air. Equipped with a barrage of artillery weapons, unleashing wave attacks from each gun port.

Phantom Witch - Phantom Void

Boss

Type: Witch
HP: 70 (100) **TP:** 25 (35)
SS: 6 **Move:** 3
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Lock-On Field (3)

During this Action Phase, you can target all characters within your Amament's range. Can be used up to 3 times per Scenario.

Rift Portal Gate (2)

Teleport yourself to any empty Square. Can be used once per Scenario.

Diablo Strike (4)

During this Action Phase, increase the Evasion Cost of a weapon you like by +2.

Dark Drive (Timing)

Mirage Inferno (Before an Armament Attack)

Teleport yourself to a Square of your choice.

Imaginary Soleil (Action Phase)

You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can’t)

♠ Right: Sneaking Snipe (A/10/3~7/0)

The Evasion Cost of this armament increases by [distance between you and the target ÷ 2] points (rounding up).

♣ Left: Chaos Laser Cannon (A/15/3~6/3)

Until your next Action Phase, +1 to all enemies Emergency Evasion cost.

♡ Top: Witch Cloak: Invisible (R/-/-/-)

Upon use, you can perform an Emergency Evasion with an Evasion cost of 0. Can be used only once per Action Phase and only be equipped by the Witch type.

◇ Bottom: Exceed Accelerate (A/-/-/-)

Upon used, you can move 3 Square. If you collide with an Enemy under this effect, Transfer that enemy into any empty Square on the Combat Map.

A giant humanoid Void with a purple body, standing about 15 meters tall and walking upright. It's characterized by complex patterns etched all over its body. Equipped with special armor that allows it to become invisible while moving, it excels in long-range combat and disrupting enemies

Evil Witch - Evil Void

Boss

Type: Witch
HP: 90 (120) **TP:** 20 (30)
SS: 4 **Move:** 2
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Lock-On Field (3)

During this Action Phase, you can target all characters within your Amament's range. Can be used up to 3 times per Scenario.

Acid Rain (3)

For 1 turn, whenever enemies perform an Emergency Evasion, they take 3 points of damage.

Tyrfing Throw (3)

During this Action Phase, sets the Range of the Armaments equipped in the ♠ Right and ♣ Left slots to 3~5. This skill can only be acquired by enemies of the Witch type.

Dark Drive (Timing)

Mirage Inferno (Before an Armament Attack)

Teleport yourself to a Square of your choice.

Blast of Infinity (Action Phase)

Select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all Enemies in the chosen direction. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can’t)

♠ Right: Vanishing Claw (A/10/1~2/2)

Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

♣ Left: Vanishing Claw (A/10/1~2/2)

Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

♡ Top: Witch Cloak: Shadow (A/-/-/-)

After performing the next Armament Attack, you can use the Type A Armament used in that Attack again for another Armament Attack. Can only be equipped by the Witch type.

◇ Bottom: Forbidden Apple Bomb (A/7/2~3/3)

Upon damaged, all enemies within 1 square in all directions around that target also take the same amount of damage.

A giant humanoid Void with a black body, standing about 15 meters tall and walking upright. It has a silhouette like a human female, with the lower half covered by parts resembling a dress. Its special armor generates illusions of itself, enabling coordinated attacks.

Hook Claw Beast God - Grizzly Void **Boss**

Type: Beast
HP: 75 (105) **TP:** 20 (30)
SS: 8 **Move:** 3
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Law of the Beast (3)

The user can render 1 Mob Enemy on the Map incapacitated. Upon doing so, the user draws 3 cards from the deck into their hand and heals their【HP】by the amount of the [Max HP] of the incapacitated Mob Enemy. Can only be acquired by enemies of the Beast type.

Violence Roar (3)

Target all enemies, the cost required for the next Emergency Evasion is increased by +1 for each instance.

Piercing Drive (2)

Choose a direction. Move in that direction until you Collide with another character or reach the edge of the Combat Space. Also, during Collisions caused by this effect, you won't take damage.

Dark Drive (Timing)

Imaginary Soleil (Action Phase)

You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you.

Imaginary Soleil (Action Phase)

You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Vanishing Claw (A/10/1~2/2)

Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

♣ Left: Vanishing Claw (A/10/1~2/2)

Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

♡ Top: Armored Fang (A/8/1~2/2)

Target that receives damage from this Armament has its damage taken increased by +2 for 1 turn.

◇ Bottom: Beast Skin: Fur Coat (P/-/-/-)

Reduces damage received from Armament Attacks by 4 points, and damage from Collisions by -2. Cannot be reduced to below 0. Can only be equipped by the Beast type.

A giant bear-shaped Void with a brown body, about 15 meters long, moving on all fours. Its giant hook claws, extending from both hands, can instantly tear through any object. Covered in fur-like skin armor that absorbs impact, it boasts high defensive capabilities.

Black Tortoise Beast God - Cetus Void **Boss**

Type: Beast
HP: 100 (130) **TP:** 20 (30)
SS: 5 **Move:** 1
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Lock-On Field (3)

During this Action Phase, you can target all characters within your Amament's range. Can be used up to 3 times per Scenario.

Aero Blast (3)

Allows all characters within a 1-Square radius around you to move 4 Square in all directions. But you cannot make them Collisions with Enemies or other Characters. You choose the direction that they move.

Diablo Strike (4)

During this Action Phase, increase the Evasion Cost of a weapon you like by +2.

Dark Drive (Timing)

Mirage Inferno (Before an Armament Attack)

Teleport yourself to a Square of your choice.

Unbreakable Fortress (Reaction Phase)

During this action phase, reduce all damage you receive to 0. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Tempest Blaster (A/10/2~5/2)

Upon damaged by this Armament, you can move target to anywhere in 2 square.

♣ Left: Mega Cluster Missile (A/6/3~4/3)

Upon damaged by this Armament, you can move target to anywhere in 3 square.

♡ Top: Punishment Thunder (A/5/1~∞/2)

The Power of this Armament increases by [distance between you and the target x 2] points.

◇ Bottom: Beast Skin: Scale (P/-/-/-)

At the start of combat, increases the wearer's【Maximum HP】and【HP】by +25, and【Movement Value】by +2. Can only be equipped by the Beast type.

A giant turtle-shaped Void with a green body, about 10 meters long, moving on all fours. Its body is covered in scale-like skin armor. Unusual for a Beast type, it's equipped with artillery on its shell, excelling in long-range attacks.

Greed Queen - Cruel Void

Boss

Type: Noble
HP: 75 (105) **TP:** 30 (40)
SS: 7 **Move:** 2
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Super Organism (4)

For 1 turn, all enemies cannot select Mob Enemies as targets for Armament Attacks, and take damage from Collisions. Can be used only once per scenario and can only be acquired by the Noble type.

Call Void (4)

Can be used when there are no Mob Enemies on the Combat Map. Summon 2 new Mob Enemies to any 2 empty squares. Mob Enemies summoned by this effect are considered Acted. Ccan be used once per Scenario.

Lightning Cloud (3)

All Enemies discard 1 card from their hand and add it to your hand. Can be used once per scenario.

Dark Drive (Timing)

Unbreakable Fortress (Reaction Phase)

During this action phase, reduce all damage you receive to 0.

Imperial Raid (Action Phase)

Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use Chaotic Moon. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Venom Strike (A/13/2~4/2)

Upon hit, reduce target Min/Max Range by -2 for 1 turn (Minimum 1).

♣ Left: Tempest Blaster (A/10/2~5/2)

Upon damaged by this Armament, you can move target to anywhere in 2 square.

♡ Top: Servant Order (A/-/-/-)

For 1 turn, the power of all Armaments equipped by allies increases by +3.

◇ Bottom: Additional Leg (A/-/-/-)

During enemy creation, choose any two Armaments from the Boss Enemy's Bottom Armaments. When using this Armament and spending 2 TP, one of the chosen Armaments can be used. The user is considered to be equipped with both selected Armaments. Can only be equipped by the Noble type.

A giant termite queen-shaped Void with a white body, about 20 meters long, moving by crawling on six legs. Its swollen legs serve as storage for small and medium Voids and also as control devices for armaments.

Giant Tree Queen - Bean Void

Boss

Type: Witch
HP: 100 (130) **TP:** 25 (35)
SS: 4 **Move:** 1
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Secret of the Dark Prison (6)

Choose a number. Add all cards with that chosen number from the discard pile to your hand. Can be used once per Scenario.

Aero Blast (3)

Allows all characters within a 1-Square radius around you to move 4 Square in all directions. But you cannot make them Collisions with Enemies or other Characters. You choose the direction that they move.

Spiral Chain (4)

During this Action Phase, when used cards for Additional Use Armament Attacks, you can used a card with value 1 greater or 1 less than the previously used card. Can be used once per Scenario.

Dark Drive (Timing)

Imperial Raid (Action Phase)

Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use Chaotic Moon.

End of Nocturne (When Incapacitated)

When you become Incapacitated, recover 20 HP, and revive. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Additional Hand (A/-/-/-)

During enemy creation, choose any two Armaments from the Boss Enemy's Right and Left Armaments. When using this Armament and spending 2 TP, one of the chosen Armaments can be used. The user is considered to be equipped with both selected Armaments. Can only be equipped by the Noble type.

♣ Left: Additional Hand (A/-/-/-)

♡ Top: Ignis Blazer (A/8/2~4/2)

Can target all enemies in Range.

◇ Bottom: Forbidden Apple Bomb (A/7/2~3/3)

Upon damaged, all enemies within 1 square in all directions around that target also take the same amount of damage.

A giant plant-shaped Void with a light green body, about 10 meters tall, moving by crawling with vine-like parts. It's characterized by its tentacle-like arms, equipped with numerous armaments.

Musical Fortress - Fiddle Void **Boss**

Type: Architect
HP: 75 (105) **TP:** 20 (30)
SS: 8 **Move:** 3
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Rift Portal Gate (2)

Teleport yourself to any empty Square. Can be used once per Scenario.

Acid Rain (3)

For 1 turn, whenever enemies perform an Emergency Evasion, they take 3 points of damage.

Mirroring Prison (5)

Reveal and add 1 card from the deck to your hand. If that card is not Joker, Enemies cannot use Armament Attacks with cards of the same suit as that card for 1 turn. Can be used once per Scenario.

Dark Drive (Timing)

Mirage Inferno (Before an Armament Attack)

Teleport yourself to a Square of your choice.

Imaginary Soleil (Action Phase)

You perform an additional Action phase. The Action phase from this effect can be performed even if you are already Acted and does not count as an Action phase for you. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Clear Blade Bit (A/8/1~2/2)

From the end of this Armament Attack to the end of the Action Phase, each time the user deals damage to an enemy with an Armament Attack with Range 1 or 2, add 5 points to that damage. Can only be equipped by the Architect type.

♣ Left: Vanishing Claw (A/10/1~2/2)

Target that performs Emergency Evasion against this Armament receives 5 points of damage after the evasion.

♡ Top: Ignis Blazer (A/8/2~4/2)

Can target all enemies in Range.

◇ Bottom: Forbidden Apple Bomb (A/7/2~3/3)

Upon damaged, all enemies within 1 square in all directions around that target also take the same amount of damage.

A giant violin-shaped Void with a brown body, about 20 meters long, moving by hovering. It's surrounded by several floating armaments resembling bows (violin bows) metting energy blades.

Disaster Fortress - Trunk Void **Boss**

Type: Architect
HP: 95 (125) **TP:** 30 (40)
SS: 3 **Move:** 2
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Communicate System (6)

For 1 turn, every time the user discards a card to use an Armament that includes Bit in its name, draw one card from the deck into their hand. Can only be acquired by enemies of the Architect type.

Spiral Chain (4)

During this Action Phase, when used cards for Additional Use Armament Attacks, you can used a card with value 1 greater or 1 less than the previously used card. Can be used once per Scenario.

Mirroring Prison (5)

Reveal and add 1 card from the deck to your hand. If that card is not Joker, Enemies cannot use Armament Attacks with cards of the same suit as that card for 1 turn. Can be used once per Scenario.

Dark Drive (Timing)

Imperial Raid (Action Phase)

Instead of performing an Armament Attack during this Action phase, draw 3 cards from the deck and discard them. Then Armament Attacks, follow the order of the revealed cards. Also, if there a Joker, use Chaotic Moon.

Blast of Infinity (Action Phase)

Select one direction from front, back, left, or right. Starting from yourself, deal 15 points of damage to all Enemies in the chosen direction. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Particle Bit (A/8/4~5/2)

From the end of this Armament Attack to the end of the Action Phase, the user adds +2 to the Evasion cost of any Armaments with a range including 4 or 5. Can only be equipped by the Architect type.

♣ Left: Particle Bit (A/8/4~5/2)

♡ Top: Reflection Bit (R/-/-/-)

Upon used, discard 1 card, and dealt damage equal to the value of the discarded card toward the attacker (Joker = 13).

◇ Bottom: Giga Wall Bit (A/6/4~5/2)

Upon used, till the end of your Action Phase, reduce all damage taken from Armament Attack by 3 point.

A giant suitcase-shaped Void with a golden body, about 25 meters long, moving by hovering. Its interior is equipped with a vast array of armaments.

Dark Princess (Mobile Type)

Boss

Type: Dark Princess
HP: 80 (110) **TP:** 35 (50)
SS: 4 **Move:** 2
[Use the value inside ( ) when there are 3 PC or more]

Special Technique (TP Cost)

Rapid Move (1)

Move 2 square. Can't Collide with Enemies.

Overclock (3)

Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.

Multi-Lock (3)

Choose any number of Characters within your Armaments's range as targets. Can be used once per Scenario.

Special Functions

Metamorphosis

During Character creation, create one Variation. In this Variation creation, one Armament can be equipped anywhere regardless of its Slot. During combat, by discarding one card at any time, you can switch to that Variation. Also, during combat, you can change back to your original Armaments set without discarding a card.

Dark Drive (Timing)

Darkness Bind (Action Phase)

During this Action phase, you can target all characters within your Amament's range. Also, during this action phase, increase the power of all equipped Armaments by +5. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Ix Pistol (A/7/2~3/2)

Before selecting the Target, you can move 2 Squares. However, you cannot collide with an enemy due to the effect of this Armament.

♣ Left: Ix Pistol (A/7/2~3/2)

♡ Top: Connect Wing (A/-/-/-)

Immediately move 2 Square. However, you cannot collide with an enemy due to this Armament. Then, choose either the Armament equipped on the ♠ Right or ♣ Left and use it without discarding a card from your hand. This Armament can be used once per Action Phase.

◇ Bottom: Clear Boots (P/-/-/-)

Add +2 to【Movement Value】.

A Dark Princess brainwashed by the Queen Void. Specializes in fast-paced combat, racing across the battlefield. Switches between mobility-oriented and attack-oriented armament sets during battle.

Dark Princess (Harpy Mode)

Boss

Type: Dark Princess
HP: 80 (110) **TP:** 35 (50)
SS: 4 **Move:** 2
[Use the value inside ( ) when there are 3 PC or more]
[This data is for Variation ① of Dark Princess (Mobile Type)]

Special Technique (TP Cost)

Rapid Move (1)

Move 2 square. Can't Collide with Enemies.

Overclock (3)

Draw 2 cards from the deck and add to your hand. Can be used once per Scenario.

Multi-Lock (3)

Choose any number of Characters within your Armaments's range as targets. Can be used once per Scenario.

Special Functions

Metamorphosis

During Character creation, create one Variation. In this Variation creation, one Armament can be equipped anywhere regardless of its Slot. During combat, by discarding one card at any time, you can switch to that Variation. Also, during combat, you can change back to your original Armaments set without discarding a card.

Dark Drive (Timing)

Darkness Bind (Action Phase)

During this Action phase, you can target all characters within your Amament's range. Also, during this action phase, increase the power of all equipped Armaments by +5. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Slide Cannon (A/6/4~5/1)

The Evasion Cost of this Armament increase by the same number of Square you moved during this Action Phase.

♣ Left: Sonic Wing (A/5/1~2/2)

Increase the Power of this Armament by x Square you move during your Action Phase x 3. Can't be used outside your Action Phase.

♡ Top: Sonic Wing (A/5/1~2/2)

◇ Bottom: Clear Boots (P/-/-/-)

Add +2 to【Movement Value】.

A Dark Princess brainwashed by the Queen Void. Specializes in fast-paced combat, racing across the battlefield. Switches between mobility-oriented and attack-oriented armament sets during battle.

Strongest Beast - Circe Void

Boss

Type: Queen Void
HP: 210 (240) **TP:** 60 (70)
SS: 7 **Move:** 3
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]
[Recommended EXP Spent 20 point or more]
[Draw 4 card at End Phase]

Special Technique (TP Cost)

Sacrifice Destiny (6)

The next time you perform an Armament Attack, every time the target takes damage, the same damage is also inflicted on all other enemies. Can be used only once per scenario.

Overdrive (4)

Draw 4 cards from the deck and add them to your hand. Can be used only once per scenario.

Black Lagoon (5)

During this Action Phase, increase the power of all your Armaments by +4.

Soleil Core

Mars

Increases the power of all armaments used by the wearer by +3, and increases the power of all armaments used by Mob Enemies by 2.

Jupiter

Increases【Maximum HP】and【HP】by +50.

Dark Drive

Unbreakable Fortress (Reaction Phase)

During this action phase, reduce all damage you receive to 0. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Inferno Strike (A/7/Text/2)

When using this Armament, choose either an entire horizontal row or a vertical column on the Map. Target all enemies in the chosen row or column. Targets damaged by this Armament receive Bad Status: Burn Level 3.

♣ Left: Crimson Eclipse (A/15/Text/2)

Choose any number of Objects on the Map. Target all enemies adjacent to the chosen Objects in every direction.

♡ Top: Vermilion Cosmos (A/8/3~4/2)

Upon use, you can place two Prominence Objects in any two Squares adjacent to the Target. Additionally, all Allies are immune to damage from Prominence for 1 turn.

◇ Bottom: Black Lotus Bit (A/7/4~5/3)

Any target damaged by this weapon receives a +3 increase to all damage received from Bad Statuses for 1 turn.

The main body of the Queen Void Circe is a 50-meter-long, gold-shining metallic body resembling a four-legged beast. Its Soleil Core can provide semi-permanent power to its spherical armaments. Its mouth cannon can fire quark-gluon plasma shockwaves.

Demon of Despair - Faust Void

Boss

Type: Queen Void
HP: 170 (200) **TP:** 60 (70)
SS: 6 **Move:** 2
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]
[Recommended EXP Spent 20 point or more]
[Draw 4 card at End Phase]

Special Technique (TP Cost)

Insane Field (4)

Increases the Level of all Bad Statuses affecting all enemies by +2.Can be used only once per scenario.

Ain Soph Aur (4)

Inflicts Bad Status: Blindness Level 2 on all enemies.

Secret of the Dark Prison (6)

Choose a number. Add all cards with that chosen number from the discard pile to your hand. Can be used once per Scenario.

Soleil Core

Venus

Reduces all damage from armed attacks received by 3 points and reduces damage from collisions by 2 points.

Uranus

In the End Phase, allows to summon one Mob Enemy of choice in any unoccupied square, but the【HP】of the summoned Mob Enemy will be halved (rounding down).

Dark Drive

Mirage Inferno (Before an Armament Attack)

Teleport yourself to a Square of your choice. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Maelstrom Square (A/6/Text/2)

Select any 2×2 Squares on the Map. This Armament can target all enemies within the selected 2×2 squares. Additionally, targets damaged by this weapon receive Bad Status: Freeze Level 3.

♣ Left: Nightmare Bit (A/5/3~6/3)

Targets damaged by this Armament receive both Bad Status: Pressure Level 1 and Bad Status: Bind Level 1.

♡ Top: Black Hole Genesis (A/-/-/-)

Select 1 square on the Combat Space. All Characters and Objects are teleported to that square in any order you choose. Your Allies do not take Collision damage during this teleportation.

◇ Bottom: Double Seed Bomb (A/-/-/-)

Places Object: Bomb on any 2 Squares of the Combat Space.

The main body of the Queen Void Faust is a 50-meter-long, white metallic Queen Void with a humanoid form wearing ceremonial robes. It has a Soleil Core for sustained power and a mini black hole generator for battlefield manipulation. Its armament controls climate and weather to disrupt the battlefield.

Enemy Special Teachniques

This data represents the combat techniques acquired by the enemy. For how to read each item, please refer to “PW” P88.

Ain Soph Aur

Special Technique

TP Cost: 4
Effect: Inflicts Bad Status: Blindness Level 2 on all enemies.

Generates an intense light, blinding enemies and stealing their vision with a blinding flash.

Acid Smoke

Special Technique

TP Cost: 4
Effect: During this battle, all enemies receive double damage in the End Phase. However, this effect does not stack.

Emits a vapor that amplifies the enemy’s damage and fatigue, intensifying their wear and tear exponentially.

Apocalypse Day

Special Technique

TP Cost: 5
Effect: Choose any number of Objects on the Map with a Durability of 15 or less and destroy them. Can be used only once per scenario.

Scatters dark precious energy across the battlefield, annihilating structures and natural phenomena in a wave of obliteration.

Insane Field

Special Technique

TP Cost: 4
Effect: Increases the Level of all Bad Statuses affecting all enemies by +2.Can be used only once per scenario.

Releases ultrasonic waves, distorting some functions of the Dress Code using the chaotic energy of dark precious particles.

Enchant Barrier

Special Technique

TP Cost: 5
Effect: Reduces all damage received by the user by 5 points until the next Action Phase. Can be used only once per scenario.

Conjures a protective barrier, shielding from all forms of damage with an impenetrable energy shield.

Overdrive

Special Technique

TP Cost: 4
Effect: Draw 4 cards from the deck and add them to your hand. Can be used only once per scenario.

Instantaneously amplifies dark precious energy, unleashing a surge of overwhelming power.

Quick Mirage

Special Technique

TP Cost: 3
Effect: For 1 turn, increases the Minimum and Maximum Range of all Armaments used by all enemies by +3. Can be used only once per scenario.

Distorts the space between the user and the enemy, rendering close-range attacks ineffective through spatial manipulation.

Sacrifice Destiny

Special Technique

TP Cost: 6

Effect: The next time you perform an Armament Attack, every time the target takes damage, the same damage is also inflicted on all other enemies. Can be used only once per scenario.

Forces a resonance of dark precious energy, sharing damage and impact among enemies in a shared web of pain.

Slow Mirage

Special Technique

TP Cost: 3

Effect: For 1 turn, reduces the Minimum and Maximum Range of all Armaments used by all enemies by -3. However, cannot be reduced below 1 by this effect. Can be used only once per scenario.

Warps the space between the user and the enemy, making long-range attacks impossible through distorted space.

Self-Cleaning

Special Technique

TP Cost: 5

Effect: Removes all Bad Statuses affecting the user. Can be used only once per scenario.

Circulates dark precious energy, repairing internal anomalies and restoring balance to the body.

Nest Create

Special Technique

TP Cost: 5

Effect: Places an Object: Void Nest on any 2x2 squares on the Map. Can be used only once per scenario.

Uses dark precious energy to assemble surrounding metal fragments, creating a small nest-like structure.

Tyrfing Throw

Special Technique

TP Cost: 3

Effect: During this Action Phase, sets the Range of the Armaments equipped in the ♠ Right and ♣ Left slots to 3~5. This skill can only be acquired by enemies of the Witch type.

Launches armaments held in both hands to strike the enemy, with a simple translocation device ensuring their return.

Law of the Beast

Special Technique

TP Cost: 3

Effect: The user can render 1 Mob Enemy on the Map incapacitated. Upon doing so, the user draws 3 cards from the deck into their hand and heals their【HP】by the amount of the [Max HP] of the incapacitated Mob Enemy. Can only be acquired by enemies of the Beast type.

Preys on small or medium Voids to replenish energy, with the prey's armor automatically assimilating onto the predator.

Super Organism

Special Technique

TP Cost: 4

Effect: For 1 turn, all enemies cannot select Mob Enemies as targets for Armament Attacks, and take damage from Collisions. Can be used only once per scenario and can only be acquired by the Noble type.

Emits ultrasonic waves to control small and medium Voids, enhancing their defensive and evasive capabilities significantly.

Communicate System

Special Technique

TP Cost: 6

Effect: For 1 turn, every time the user discards a card to use an Armament that includes "Bit" in its name, draw one card from the deck into their hand. Can only be acquired by enemies of the Architect type.

Controls armament with scattered dark precious energy, enabling advanced remote control.

Enemy Armament: Right - Left

This is data that represents the Armaments that a character can equip on their Right and Left side. See PW P92 for how to read each item.

Aqua Laser

Right - Left

Type: A
Power: 5
Range: 5~6
Evasion: 2

Effect: Targets damaged by this Armament receive the Bad Status: Pressure Level 1.

An armament that shoots high-pressure water in a straight line, capable of destabilizing the stance of any target it hits directly.

Grand Hammer

Right - Left

Type: A
Power: 7
Range: 1
Evasion: 1

Effect: When using this Armament, you can draw the top card of the deck and place it into the discard pile. In this case, the Power of this Armament increases by the number of the cards placed in the discard pile. Note, Joker = 13.

A massive hammer-shaped armament, equipped with an explosive mechanism that detonates in sync with its attacks.

Grenade Launcher

Right - Left

Type: A
Power: 8
Range: Text
Evasion: 1

Effect: Choose any 2x2 area on the Map. This Armament can target all enemies within the chosen 2x2 area.

An armament that launches grenades, capable of wide-range attacks that incinerate the impact zone.

Cold Hand

Right - Left

Type: A
Power: 7
Range: 1
Evasion: 2

Effect: Targets damaged by this Armament receive the Bad Status: Freeze Level 1.

A palm-shaped armament that freezes anything it touches. During an attack, the palm glows blue, emanating a frigid aura.

Jamming Claw

Right - Left

Type: A
Power: 7
Range: 1
Evasion: 2

Effect: Targets damaged by this Armament will, for 1 turn, have the Minimum and Maximum Range of all their Armaments -1 (Minimum 1)

A sharp, claw-shaped armament equipped with jamming signals that disrupt enemy Dress Codes, inducing malfunctions.

Snipe Arrow

Right - Left

Type: A
Power: 5
Range: 5~8
Evasion: 2

Effect: None

A bow-shaped armament that fires beam-energy arrows, capable of sniping targets from extreme distances with precision.

Spin Slicer

Right - Left

Type: A
Power: 7
Range: 1
Evasion: 2

Effect: Targets damaged by this Armament will, for 1 turn, have the Minimum and Maximum Range of all their Armaments +1.

An armament with exposed, blades that spin to attack enemies, emerging directly from the body.

Darkness Rod

Right - Left

Type: A
Power: 4
Range: 3~4
Evasion: 2

Effect: If the target is damaged by this Armament, after the Attack ends, the user can draw 2 cards from the deck and add them to their hand.

A rod-shaped armament with a black crystal embedded at its tip, capable of gathering and absorbing dark Precious Energy contained within enemies.

Tentacle Anchor

Right - Left

Type: A
Power: 4
Range: 2~4
Evasion: 2

Effect: This Armament allows the user to Transfer a target damaged by it to any Square directly adjacent (front, back, left, or right) to the user.

A metallic, tentacle-shaped armament with flexible extensions, capable of forcibly relocating its captured target with ease.

Heat Hand

Right - Left

Type: A
Power: 7
Range: 1
Evasion: 2

Effect: Targets damaged by this Armament receive the Bad Status: Burn Level 1.

A palm-shaped armament that incinerates upon contact, glowing red and radiating intense heat during its attack.

Beam Scissors

Right - Left

Type: A
Power: 7
Range: 1
Evasion: 2

Effect: Targets damaged by this Armament have the damage they receive from all Bad Statuses increased by +2 for 1 turn.

Crafted from beams of light, these scissor-shaped armaments temporarily weaken the protective capabilities of any ensnared enemy.

Debris Sweeper

Right - Left

Type: A
Power: -
Range: -
Evasion: -

Effect: This Armament allows the user to place an Object: Monolith in any square within a 1 Square radius around them.

Gathers surrounding debris and rocks, synthesizing them to create formidable obstacles in the battlefield.

Punch Blast

Right - Left

Type: A
Power: 5
Range: 2
Evasion: 2

Effect: The Power of this Armament increases by [the number of squares the user moved during this Action Phase × 2]. However, this effect does not activate if the Armament is used outside the user’s Action Phase.

A fist-shaped combat armament coated in a energy layer, significantly amplifying its destructive power.

Beam Scythe

Right - Left

Type: A
Power: 6
Range: 1~2
Evasion: 2

Effect: Targets damaged by this Armament must reduce their【TP】by 2 points.

A scythe-shaped armament composed of energy blades, capable of paralyzing targets upon contact.

Beam Machine Gun

Right - Left

Type: A
Power: 4
Range: 3~5
Evasion: 2

Effect: After attacking with this Armament, the user can discard an additional card from their hand to use this armament for a second attack. However, the effect of this Armament does not activate during this second use.

A machine gun that fires beams of light, designed for continuous firing, allowing for successive, intermittent attacks.

Enemy Armament: Top

This is data that represents the Armaments that a character can equip on their upper body. See PW P92 for how to read each item.

Dragonic Breath

Top

Type: A
Power: 8
Range: 3~5
Evasion: 2

Effect: Upon damage by this Armament, increases the level of all Bad Statuses the Target is suffering by +1.

A weapon that emits beams from the mouth, commonly equipped by larger mid-sized Voids.

Tornado Blast

Top

Type: A
Power: 6
Range: 3~4
Evasion: 1

Effect: Upon damage by this Armament, the user can place an Object: Tornado in any one of the surrounding Squares around the Target.

A gigantic fan-like armament that generates tornadoes on the battlefield through high-speed rotations.

Feather Bit

Top

Type: A
Power: 5
Range: 2~3
Evasion: 2

Effect: Upon damage by this Armament, Targets must randomly choose and discard 1 card from their hand.

A remotely operated feather-shaped weapon terminal. It makes erratic movements to confuse enemies while attacking.

Prominence Blast

Top

Type: A
Power: 6
Range: 3~4
Evasion: 1

Effect: Upon damage by this Armament, the user can place an Object: Prominence in any one of the surrounding Squares around the Target.

A massive flamethrower-like armament that creates columns of flame on the battlefield with its high-temperature heat rays.

Poison Fang

Top

Type: A
Power: 8
Range: 1
Evasion: 2

Effect: Targets damaged by this Armament receive the Bad Status: Curse Level 1.

A fang-shaped weapon that emits jamming signals, destroying the enemy's Dress Code from the inside upon biting.

Magnum Bit

Top

Type: A
Power: 9
Range: 3~5
Evasion: 2

Effect: None

A armament that fires high-powered beam bullets, often mounted on the head or chest.

Coating Mantle

Top

Type: R
Power: -
Range: -
Evasion: -

Effect: When calculating damage from an Armament Attack, the user can reduce the damage they receive by 10 points. Can be used once per scenario.

A cloak-like armament made from special fibers. It can deflect the energy of an enemy's attack once.

Enemy Armament: Bottom

This is data that represents the Armaments that a character can equip on their lower body. See PW P92 for how to read each item.

Cutter Bit

Bottom

Type: A
Range: 3~5
Power: 7
Evasion: 2

Effect: Upon damage by this Armament, Targets must choose 3 cards from their hand. The Target must then exchange those cards with another PL.

A remotely operated blade-like weapon armament. It disrupts the circulation of Precious Energy in the target, causing disarray.

Super Boost

Bottom

Type: A
Range: -
Power: -
Evasion: -

Effect: The user can instantly move 3 Square.

A propulsion device enabling high-speed movement, capable of covering long distances in an instant.

Stun Needle

Bottom

Type: A
Range: 1
Power: 7
Evasion: 2

Effect: Targets damaged by this weapon receive the Bad Status: Electric Shock Level 1. If the target already has the Bad Status: Electric Shock, its Level increases by +1.

A weapon deploying beam-like needles from its tail, designed to slow down the movements of its targets effectively.

Hard Thread

Bottom

Type: A
Range: 2~4
Power: 6
Evasion: 2

Effect: Targets damaged by this weapon receive the Bad Status: Bind Level 1.

A weapon that fires metallic threads made of special fibers, temporarily binding and restraining enemies.

Flash Bomb

Bottom

Type: A
Range: 2~3
Power: 7
Evasion: 2

Effect: Targets damaged by this weapon receive the Bad Status: Blind Level 1.

A weapon that launches bombs emitting intense flashes upon explosion. The light lingers, illuminating the area for a set duration.

Deflector Barrier

Bottom

Type: R
Range: -
Power: -
Evasion: -

Effect: The user's【HP】cannot drop below 0. Can be used once per scenario.

A device that generates a barrier around the user. The barrier minimizes impact, absorbing shocks effectively.

Avoid System

Bottom

Type: P
Range: -
Power: -
Evasion: -

Effect: The user can perform Emergency Evasion.

An emergency propulsion system that enhances reaction speed and initial acceleration against enemy attacks.

Boss Enemy Armament: Right - Left

This is data that represents the Armaments that a character can equip on their Right and Left side. See PW P92 for how to read each item.

Inferno Strike

Right - Left

Type: A
Power: 7
Range: Text
Evasion: 2

Effect: When using this Armament, choose either an entire horizontal row or a vertical column on the Map. Target all enemies in the chosen row or column. Targets damaged by this Armament receive Bad Status: Burn Level 3.

A black flame blades. Its slashes ignite the sliced space, setting everything ablaze.

Crimson Eclipse

Right - Left

Type: A
Power: 15
Range: Text
Evasion: 2

Effect: Choose any number of Objects on the Map. Target all enemies adjacent to the chosen Objects in every direction.

A ray gun that emits dark Precious Energy. It can contaminate the battlefield by channeling dark Precious Energy into obstacles and natural phenomena.

Sacrifice Arrow

Right - Left

Type: A
Power: 10
Range: 6~8
Evasion: 2

Effect: If a target is damaged by this Armament, the same amount of damage can be inflicted on another enemy.

A bow that shoots energy blades formed at the tip. It uses resonance with enemy Precious Energy to share damage among them.

Sparkling Ray

Right - Left

Type: A
Power: 9
Range: Text
Evasion: 2

Effect: Can target all enemies surrounding the user. Additionally, targets damaged by this weapon receive the Bad Status: Electric Shock Level 2, which remains until the end of the battle.

A weapon resembling a bamboo broom, capable of releasing dark Precious Energy to disrupt enemy energy circuits.

Death Scythe Eraser

Right - Left

Type: A
Power: 9
Range: 1~3
Evasion: 2

Effect: Character targets by this Armament must randomly choose and discard 1 card from their hand. If the target was damaged, they must discard an additional card.

A scythe with a dark energy blade. Its blade is equipped with a function to erase Precious Energy.

Nightmare Bit

Right - Left

Type: A
Power: 5
Range: 3~6
Evasion: 3

Effect: Targets damaged by this Armament receive both Bad Status: Pressure Level 1 and Bad Status: Bind Level 1.

A device that stores and launches remotely operated armaments. These armaments can disrupt and immobilize enemies.

Bloody Glazer

Right - Left

Type: A
Power: 9
Range: 1
Evasion: 3

Effect: Before choosing a target, the user can move 3 Square. The user does not receive damage from Collisions when moving with this Armament's Effect.

A large hook claw blades. Equipped with a propulsion system, it's capable of delivering rapid strikes.

Poseidon Billow

Right - Left

Type: A
Power: 13
Range: 1~3
Evasion: 2

Effect: Targets damaged by this Armament receive Bad Status: Curse Level 2. If the target already has Bad Status: Curse, its Level is increased by +1.

A trident-shaped armament with energy blades at its tip. It can corrode the Precious Protect of the target it strikes.

Unizonal Sphere

Right - Left

Type: A
Power: 10
Range: 1~4
Evasion: 2

Effect: The Power of this Armament increases by [Number of Mob Enemies on the Map × 5] points.

A armament that fires energy sphere. It shares and converges energy from small and medium-sized Voids to launch concentrated attack.

Linkage Barrier Bit

Right - Left

Type: A
Power: -
Range: -
Evasion: -

Effect: For 1 turn, Mob Enemies reduce damage received from Armament Arracks by 4 points and Collision damage by 2 points. However, the damage cannot be reduced below 0 by this Effect.

A armament launches remotely operated shields. The shields float around small and medium-sized Voids, forming barriers to block enemy attacks.

Maelstrom Square

Right - Left

Type: A
Power: 6
Range: Text
Evasion: 2

Effect: Select any 2×2 Squares on the Map. This Armament can target all enemies within the selected 2×2 squares. Additionally, targets damaged by this weapon receive Bad Status: Freeze Level 3.

A staff with a black crystal embedded in its tip. It can manipulate the temperature at will, instantly sublimating the water vapor in the air.

Additional Hand

Right - Left

Type: A
Power: -
Range: -
Evasion: -

Effect: During enemy creation, choose any two Armaments from the Boss Enemy's Right and Left Armaments. When using this Armament and spending 2 TP, one of the chosen Armaments can be used. The user is considered to be equipped with both selected Armaments. Can only be equipped by the Noble type.

An additional arm equipped by Noble-type Voids. Capable of mounting multiple blades and firearms.

Clear Blade Bit

Right - Left

Type: A
Power: 8
Range: 1~2
Evasion: 2

Effect: From the end of this Armament Attack to the end of the Action Phase, each time the user deals damage to an enemy with an Armament Attack with Range 1 or 2, add 5 points to that damage. Can only be equipped by the Architect type.

A remotely operated armament with multiple blade. Connected to form a long sword, but disperses during attack, surrounding and slashing the enemy.

Particle Bit

Right - Left

Type: A
Power: 8
Range: 4~5
Evasion: 2

Effect: From the end of this Armament Attack to the end of the Action Phase, the user adds +2 to the Evasion cost of any Armaments with a range including 4 or 5. Can only be equipped by the Architect type.

A remotely operated orb-shaped armament. Numerous light orbs emerge from within the body, disrupting the enemy.

Ambivalence Aegis

Right - Left

Type: R
Power: -
Range: -
Evasion: -

Effect: Reduce the damage received by 5 points. Additionally, after the Attack ends, the user can draw up to 2 cards from the deck into their hand. Can be used once per Action Phase.

A massive shield. It can absorb the impact from enemy attacks and convert it into energy.

Boss Enemy Armament: Top

This is data that represents the Armaments that a character can equip on their upper body. See PW P92 for how to read each item.

Vermilion Cosmos

Top

Type: A
Power: 8
Range: 3~4
Evasion: 2

Effect: Upon use, you can place two Prominence Objects in any two Squares adjacent to the Target. Additionally, all Allies are immune to damage from Prominence for 1 turn.

A remotely operated Armament deploying multiple blades of fire. The fiery blades dart across the battlefield, creating pillars of flame wherever they go.

Crossbow Bit

Top

Type: A
Power: 5
Range: 2~4
Evasion: 3

Effect: Upon damage by this Armament, it deals additional damage equal to [the number of cards in the target's hand × 2] after the Attack ends.

A remotely operated crossbow-like armament that absorbs the Precious Energy of its target and converts it into destructive force.

Fenrir Fang

Top

Type: A
Power: 9
Range: 1
Evasion: 2

Effect: Targets damaged by this weapon receive Bad Status: Freeze Level 3. Cannot be Dispelled until the end of your next Action Phase.

A fang-like Armament made of aqua-colored crystals, capable of instantly freezing anything it touches.

Black Hole Genesis

Top

Type: A
Power: -
Range: -
Evasion: -

Effect: Select 1 square on the Combat Space. All Characters and Objects are teleported to that square in any order you choose. Your Allies do not take Collision damage during this teleportation.

A device capable of generating a miniature black hole, controlled by dark Precious Energy to manipulate its intense gravitational pull.

Leaf Blade Bit

Top

Type: A
Power: 7
Range: 1~2
Evasion: 2

Effect: Upon damage by this Armament, discard the top card on your hand. If it's not a Joker, you can perform another Armament Attack using a Type A Armament equal to the suit of the discarded card. If performing an additional Armament Attack, you must discard the same number as the one used for this Armament.

A leaf-shaped, remotely operated armament. It rams into enemies in sync with other attacks, effectively immobilizing them.

Witch Cloak: Shadow

Top

Type: A
Power: -
Range: -
Evasion: -

Effect: After performing the next Armament Attack, you can use the Type A Armament used in that Attack again for another Armament Attack. Can only be equipped by the Witch type.

Armor equipped by Witch-type Voids, featuring the ability to create illusionary duplicates around the wearer. These illusions automatically project energy in sync with the wearer's attacks.

Witch Cloak: Invisible

Top

Type: R
Power: -
Range: -
Evasion: -

Effect: Upon use, you can perform an Emergency Evasion with an Evasion cost of 0. Can be used only once per Action Phase and only be equipped by the Witch type.

Armor worn by Witch-type Voids, equipped with the ability to render the wearer invisible and disrupt the guidance systems of enemy weapons.

Boss Enemy Armament: Bottom

This is data that represents the Armaments that a character can equip on their lower body. See PW P92 for how to read each item.

Sympathy System

Bottom

Type: A
Power: -
Range: -
Evasion: -

Effect: Allows the user to draw a number of cards from the deck into their hand equal to the number of Mob Enemies on the Combat Space.

A armament emitting pure white energy wave. These energy waves significantly boost the propulsion of small and medium-sized Voids.

Double Seed Bomb

Bottom

Type: A
Power: -
Range: -
Evasion: -

Effect: Places Object: Bomb on any 2 Squares of the Combat Space.

A armament that summons multiple spherical bombs. These bombs are chain-reactive, creating massive blasts upon detonation.

Black Lotus Bit

Bottom

Type: A
Power: 7
Range: 4~5
Evasion: 3

Effect: Any target damaged by this weapon receives a +3 increase to all damage received from Bad Statuses for 1 turn.

A remotely operated spherical Armament. Capable of firing beams that disrupt enemy's Precious Energy or ramming into enemies enveloped in beams.

Genocide Counter

Bottom

Type: R
Power: -
Range: -
Evasion: -

Effect: The Action Character must randomly choose and discard 2 cards from their hand.

A wave generation device that activates in response to enemy attacks. The dark waves it emits strip away the enemy's propulsion force.

Additional Leg

Bottom

Type: A
Power: -
Range: -
Evasion: -

Effect: During enemy creation, choose any two Armaments from the Boss Enemy's Bottom Armaments. When using this Armament and spending 2 TP, one of the chosen Armaments can be used. The user is considered to be equipped with both selected Armaments. Can only be equipped by the Noble type.

Additional limbs equipped by Noble-type Voids. Capable of bearing multiple attack weapons and complex systems.

Beast Skin: Scale

Bottom

Type: P
Power: -
Range: -
Evasion: -

Effect: At the start of combat, increases the wearer's【Maximum HP】and【HP】by +25, and【Movement Value】by +2. Can only be equipped by the Beast type.

Skin armor that covers the surface of Beast-type Voids. The segmented armor plates maintain high defense without compromising mobility.

Beast Skin: Fur Coat

Bottom

Type: P
Power: -
Range: -
Evasion: -

Effect: Reduces damage received from Armament Attacks by 4 points, and damage from Collisions by -2. Cannot be reduced to below 0. Can only be equipped by the Beast type.

Skin armor covering Beast-type Voids. Boasts high defense, significantly reducing the impact of any attacks received.

Dark Drive

This data represents the effects and flavor text of the New Dark Drives that boss enemies can use. For more information about Dark Drives, please refer to “PW” P130.

For how to read each item, please refer to “PW” P102.

Vice Versa

Dark Drive

Timing: Before an Armament Attack
Effect: For 1 turn, change the Minimum and Maximum range of all Armaments of one enemy by either -5 or +5. However, if this effect reduces the range, the Minimum value is set to 1.

Concentrates dark Precious Energy to infiltrate and control the functions of the enemy’s Dress Code using this Dark Drive.

Open Eyes

Dark Drive

Timing: Action Phase
Effect: You can use Special Technique that “used only once per scenario” once more, ignoring the usage limit. Additionally, you can perform the Preparation Timing of this Action Phase twice.

Activates a Dark Drive that cast off part of the armor, releasing limiters and unleashing hidden capabilities.

Deus Ex Machina

Dark Drive

Timing: Action Phase
Effect: Collect and shuffle all enemies’ hands, then redistribute them, giving back the same number of cards they had before collecting.

Releases the power of dark Precious Energy, disrupting the enemy’s Precious Energy flow through this Dark Drive.

Testament

Dark Drive

Timing: After an Armament Attack
Effect: All enemies are unable to perform an Emergency Evasion against this Armament Attack.

Deploys a Dark Drive that binds enemies in place using the dispersed dark Precious Energy.

Dimension Hollow

Dark Drive

Timing: Action Phase
Effect: Spawn two of any chosen Mob Enemies in any unoccupied Squares.

Creates a temporary mini-dimensional corridor by unleashing the power of dark Precious Energy through this Dark Drive.

Punishment

Dark Drive

Timing: Action Phase
Effect: During Action Phase, + 2 to your Armament’s Evasion cost and can select any targets on the map regardless of range.

Unleashes the power of dark Precious Energy, liberating the latent potential of armaments through this Dark Drive.

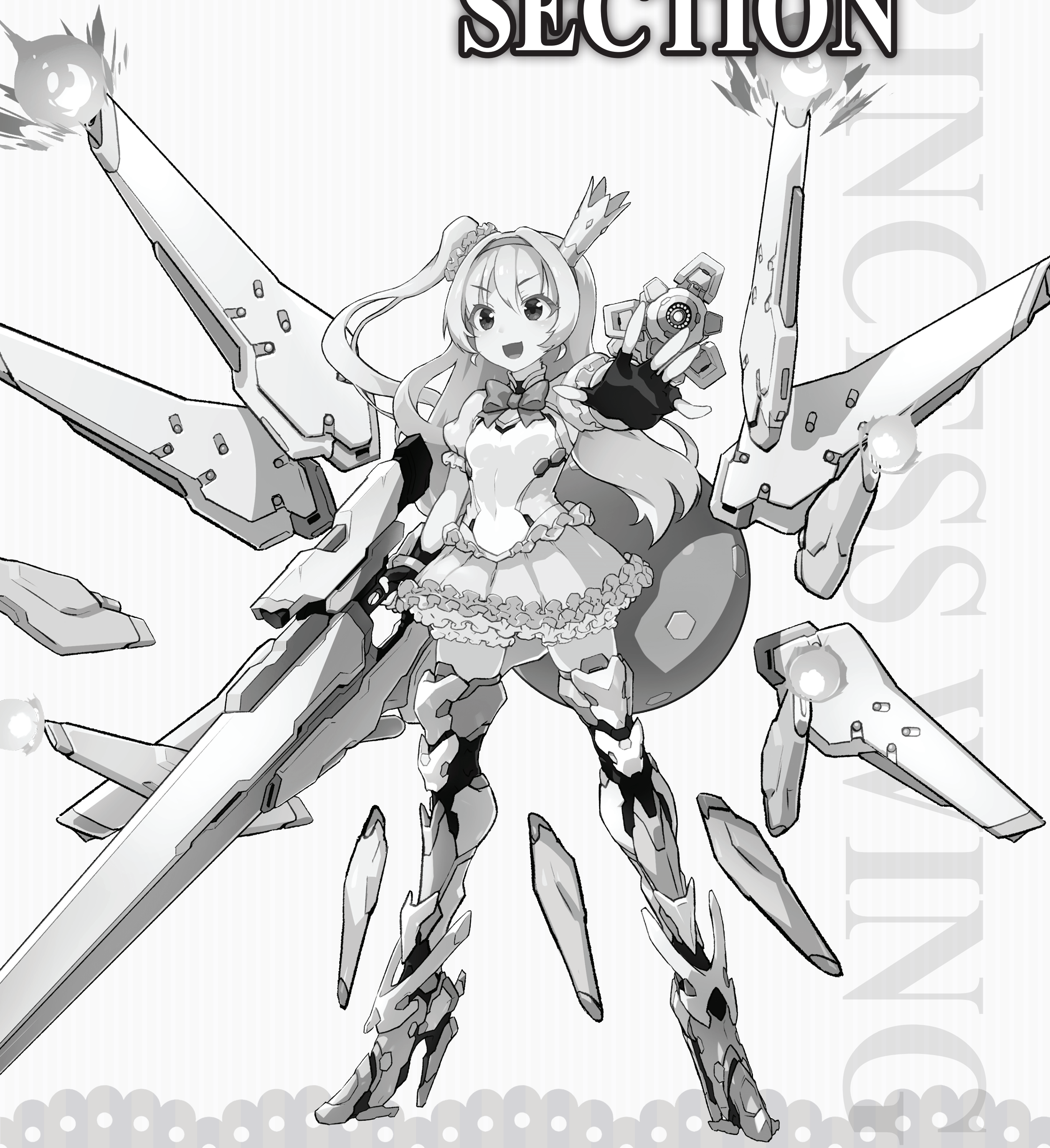
Ruins Soleil

Dark Drive

Timing: Action Phase
Effect: Choose 1 Mob Enemy. Restore that Mob Enemy’s【HP】to its【Maximum HP】. For one turn, treat that Mob Enemy as if it is equipped with the same Armaments as you.

Elevates the powers of other Voids to their utmost limits by releasing the power of dark Precious Energy through this Dark Drive.

SCENARIO SECTION


PRINCESSWING

Sample Scenario ①

Wings Guarding Memories ~Inherited Wing~

Scenario Specs

Number of PLs: 2~3
Estimated Playtime: 3~4 hours (including PC creation time)
Recommended EXP Spent: 0

Handout (Common)

Description: You are princesses attending Valkyria. On a certain day in the cherry blossom season, a mission was assigned to you by Valkyria's headquarters. The mission is to "escort an elderly woman and her great-granddaughter to an uninhabited island near the Dark Sea area."
As a team, you accepted the mission to escort them to an uninhabited island called "Sakura Island."

Note ①: The name of the team the PCs belong to can be freely determined. If you're unsure, use the [Team Name Table] on P43 to determine it using DOC.
Note ②: If there are only two players, it's a good idea to create a NPC as another character enrolled in the team.

NPC Information 'Masaki Ichinose'
A 90-year-old woman with white hair tied back and round glasses. She uses a wheelchair as her legs are weak.
She lives in a nursing home on Kokoro Island and rarely goes out except for walks.
She suffers from dementia and aphasia, making her almost non-verbal.

NPC Information 'Mio Ichinose'
A 14-year-old girl attending a middle school on Kokuyo Island.
She has a distinctive half-up hairstyle tied with a red ribbon in her blue hair. She has a kind and considerate personality, like an honor student.
She is the great-granddaughter of Masaki Ichinose and adores her great-grandmother who used to play with her when she was young.

※This scenario adopts the [Short Session], [Bad Status Rule], [Object Rule], and [Special Combat: Point Strategy] rules.

Scenario Clear Conditions

Victory for the PC side in the Combat Part.

Recommended Sample Characters

PC①: Sakura Mermaid Princess ("VI" P32)
PC②: Cloudy Gretel ("VI" P36)
PC③: Sokyu no Kaguya Hime ("VI" P38)

Episode Preview

A solitary cherry blossom in full bloom on a remote island.
It's a symbol of memories, cherished by those who fled from invaders.

Even as people fade away, their memories linger on.
The lone cherry tree still waits for the return of "the girl."

To protect someone's memories, wings will soar again today between the azure sky and the sea.

Armed Girl RPG Princess Wing
Wings Guarding Memories ~Inherited Wing~

Now, these feelings transform into wings.

Pre-Play

Once all members participating in the session have gathered, start by preparing for the scenario. For detailed information on pre-play, refer to "PW" page 106. Pre-play involves a sequence of steps: [Explaining "PW"], [Presenting Scenario Information], [PC Preparation], [Sheets Preparation], [Introductions], [Preparation of Hands and Decks].

Once the deck and hand preparation is complete, the pre-play concludes. Proceed to the [Introduction Part] to advance the scenario. For detailed methods of scenario progression, refer to "PW" page 108.

Introduction Part

In the introduction part, we will sequentially present the "PC's Daily Life" and "The Beginning of the Story."

PC's Daily Life

In the "PC's Daily Life," each PC will have a scene depicting their normal life. For detailed guidance on how to conduct these scenes, refer to page 61.

In this scenario, the "Short Session" rule is adopted, so unlike in regular sessions, each PC submits a card from their hand, referring to the "Daily Life Scene Decision Table" based on the number on the card.

After the "PC's Daily Life" scene, the PC who discarded a card can draw 1 card from the deck. If multiple PCs have discarded a card each, each should draw 1 card from the deck. The order of drawing does not matter.

Once all PCs have finished their daily life scenes, move to "The Beginning of the Story."

The Beginning of the Story

In "The Beginning of the Story," first depict the scene of undertaking the mission from Valkyria's command in Scene 1, then in Scenes 2 and 3, describe the conversation between the PCs and Ichinose Mio.

Scene 1 features the PCs and Sairenji Sakuya (P27) and Fukuhara Nagi (P27). The PCs receive the mission briefing from Sairenji and Fukuhara and agree to take on the task. GMs should slowly read the descriptions and dialogues to ensure they are understood by the PLs.

Scenes 2 and 3 feature the PCs with Ichinose Masaki and Ichinose Mio. Masaki remains mostly silent and expressionless, gazing at the sea. Mio actively converses with the PCs, explaining the circumstances of requesting the mission and her feelings. GMs should slowly read the descriptions and dialogues for clear communication.

Scene 1

You were called to Valkyria's headquarters and visited the staff building where the command room is located. There, Sairenji Sakuya and Fukuhara Nagi were waiting for you. They welcomed you into the room and began discussing the mission.

Dialogue (Sairenji Sakuya)

"Thank you all for coming, Team [●●●]."

"We have an important task we'd like you to handle, which is why we've called you here today."

"Nagi-chan, could you fill them in on the details?"

Dialogue (Fukuhara Nagi)

"Yes, I'll take it from here."

"The mission is about civilian escort."

"Our clients are Ms. Masaki Ichinose and her great-granddaughter, Mio Ichinose."

"You're tasked with escorting them safely to 'Sakura Island.'"

"They'll be arriving at Valkyria Island's port tomorrow around 10 a.m. from Kokuyo Island. After you meet them, you'll be heading to Sakura Island by boat, which should take about two and a half hours."

"The island is located near the Dark Sea area, a known hotspot for Void attacks. Please make sure they both stay safe."

Dialogue (Sairenji Sakuya)

"Thanks for explaining, Nagi-chan."

"Under normal circumstances, we wouldn't escort civilians near the Dark Sea area."

"But Ms. Masaki Ichinose's case is a bit different, and that's why we have this mission".

"Ms. Masaki hails from Sakura Island."

"It's currently deserted, but was once inhabited."

"30 years ago, after the Void invasion, it became a hazardous area, and we had to evacuate the residents."

"So, it's our responsibility to help people like her visit their hometown when we can."

"Team [●●●], would you be willing to take on this mission?"

Scene 2

The next morning at 10 a.m., you, as part of Team [●●●], arrive at the Valkyria Island port to meet the clients, Masaki Ichinose and Mio Ichinose. As the boat docks, an elderly woman in a wheelchair, accompanied by a young girl assisting her, disembark down the ramp.

The girl, noticing you, approaches with a greeting.

The woman in the wheelchair nods in acknowledgment but then gazes out to the sea, silent and expressionless.

Dialogue (Mio Ichinose)

"Good morning. You must be the Princesses... right?"

"Hi, I'm Mio Ichinose, and this is my great-grandma, Masaki. Thanks a bunch for coming to help us!"

"Sorry to drag you into this, but I really, really want to show great-grandma the cherry blossoms on Sakura Island..."

"That place used to be so lively, big, awesome cherry tree and lots of people visiting."

"Great-grandma Masaki always talked about how pretty those blossoms were, back when she was okay."

"But, you know, after great-grandpa died... she just stopped talking to us..."

"I just thought... maybe if she saw those blossoms again, she might cheer up a bit. So, I kinda begged Valkyria to help us..."

"Thanks a million for helping out. We're in your hands, okay?"

Scene 3

While aboard the ship sailing the seas, Mio Ichinose comes to chat with you, sharing a black and white photograph.

The photo captures a magnificent cherry blossom tree with two young people standing beneath it.

Dialogue (Mio Ichinose)

"I've only seen them in old pictures, but this is the cherry tree from Sakura Island."

"I'm glad I'm able to go there today. It's been off-limits since before I was born."

"This pic here? That's my young great-grandparents under the tree."

"They used to hang out there a lot. Great-grandma's family lived right near the cherry tree."

"She really loved my great-grandpa... it hit her hard when he passed away."

"Lately, she's been getting out more, so I'm kinda hoping the cherry tree might make her happy..."

"Oops, sorry for blabbering on and on! But really, I think you'll love the tree too. It's supposed to be gorgeous!"

Card Exchange

After the introduction part, "Short Session" rules include a card exchange. All players exchange cards from their hand. There are no limits on the number of times or partners for the exchange, but make sure to give and receive an equal number of cards. Remember the number of cards in your hand before the exchange to ensure no discrepancies.

Once the card exchange is complete, proceed to the "Combat Part."

Combat Part

In the Combat Part, we'll sequentially depict the "Catastrophe" and the "Princesses' Sortie."

Catastrophe

During the Catastrophe, a Void emerges in the Dark Sea area and forms a nest on a part of Sakura Island. In this scenario, the Catastrophe involves the scene where the PCs make their appearance.

As the PCs are traveling to Sakura Island by boat, they receive communication from the command center informing them of the Void's appearance near Sakura Island. The GM should slowly read out the description to ensure it is understood by the PLs.

Scene 1

While you are on the boat heading to Sakura Island, a message comes through from the command center.

The command center informs you about the situation through voice communication.

※If there are only two PLs, another character from the team will stay on the boat to guard Masaki Ichinose and Mio Ichinose.

Dialogue (Fukuhara)

"This is Fukuhara from the command center, I hope you're holding up okay."

"We've got an urgent situation: one large Void and several medium-sized Voids have emerged in the Dark Sea area."

"These Voids are moving northward from their point of emergence and have started forming a nest on the eastern part of Sakura Island."

"We need to destroy this nest immediately, or Sakura Island will become a stronghold for the Voids."

"As for Ms. Masaki and Ms. Mio Ichinose, I'll instruct the pilot to move them to a safe area."

"Please activate your Precious On and head to the site immediately. We're counting on you."

Dialogue (Mio Ichinose)

"Um, excuse me...! Is it true that Voids have appeared?"

"The cherry blossoms on Sakura Island... they mean so much to her, my great-grandmother. Could you please make sure that her cherished memories aren't taken away by the Voids? I'd really appreciate it if you could protect them..."

Combat Phase

In the Battle Phase, the Princesses confront the Voids that have appeared. A battle ensues near Sakura Island's cherry tree, with Voids advancing towards it. The GM should describe the scene slowly to ensure players understand the situation. After the PCs have interacted and the stage is set, declare the start of the battle.

Scene 1

The Princesses, having activated their Precious On, soar between the sky and sea, heading towards the eastern coast of Sakura Island.

※At this point, describe the Princesses' Precious On activation. Also, by doing so, each player can draw a card from the deck. For more details, see "PW" page 112.

As the Princesses fly to the island, they can see a massive cherry tree in the center, visible from anywhere on the island.

On the eastern coast of Sakura Island, a large cannon-type Void, several trumpet-gun-type medium Voids, and two already constructed "nests" are present.

The Voids, destroying nature and old structures in their path, slowly advance towards the cherry tree. If left unchecked, they will reach it.

After the PCs have had their say and acted, engage them in battle with【Gaston Void ×1】and【Blunderbuss × (Number of PCs)】.

About the Battle

This scenario employs the "Point Strategy" special combat rules. For details, see page 75.

Point Objects

The Point Objects in this scenario are two "Void Nests." Place the Void Nests at b7, b8, c7, c8, and f7, g7, f8, g8 in 2×2 squares respectively. The PCs' victory is achieved by destroying all of these Void Nests.

Enemies

At the start of the combat, place the Gaston Void at d6, d7, e6, e7 in a 2×2 square. Place the Blunderbuss at c6, f6, and g6 (if there are three PCs).

The Gaston Void should use Special Techniques like the "Communicate System" and the Bottoms "Sympathy System" to maintain its hand. Use "Particle Bit" for consecutive attacks to increase the Evasion cost of additional attacks.

The Blunderbuss should aggressively use "Beam Machine Gun" for continuous attacks on the PCs. Equipped with "Thruster Linker," the number of Blunderbusses increases the number of cards drawn in the Ending Phase.

In this battle, PCs will likely focus on the Point Objects. Thus, the GM should ensure the enemies are not ignored by putting constant pressure with consecutive attacks. This will create a thrilling battle where the PCs have to decide whether to attack the enemies or the Point Objects.

Victory is achieved by destroying all Point Objects. After victory, proceed to the Ending Phase.

Ending Phase

The Ending Phase showcases the conclusion of the story.

The End of the Story

The Ending Phase narrates the epilogue of the scenario.

Scene 1

After successfully destroying the nests and returning to the ship, the command center contacts the Princesses.

Dialogue (Fukuhara)

"Team [●●●], well done on the mission."

"We've confirmed the elimination of all Voids in the area. There's no further danger, so please continue with your escort to Sakura Island."

"I'm sure you'll find the cherry blossoms are in full bloom down there."

Dialogue (Mio Ichinose)

"Thank you all so much!"

"Could we continue on to Sakura Island now, if it's okay with you...?"

"Great-grandma Masaki, we'll be at Sakura Island soon. I wonder if seeing the cherry tree will make you smile like you used to..."

Scene 2

The boat carrying you all arrives at the old port of Sakura Island.

From there, you can see the magnificent cherry tree.

Just as you arrive, a strong wind blows, causing cherry blossoms to dance in the air.

Dialogue (Mio Ichinose)

"The cherry tree of Sakura Island is so beautiful... it's really the same one from Grandma Masaki's story..."

"Thank you so much, all of you Princesses, for protecting this place..."

"Look, Grandma Masaki, the beautiful cherry blossoms."

Scene 3

Masaki Ichinose, following her great-granddaughter's voice, slowly lifts her head to gaze at the cherry tree.

She smiles and softly speaks.

Dialogue (Masaki Ichinose)

"...Thank you..."

Once the closing part is finished, end the session and move on to the [After Play] (refer to "PW" P114).

Blunderbuss

Mob

Type: Architect
HP: 15 **TP:** -
SS: 5 **Move:** 3
[This Character can't Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Beam Machine Gun (A/4/3~5/2)

After attacking with this Armament, the user can discard an additional card from their hand to use this armament for a second attack. However, the effect of this Armament does not activate during this second use.

♣ Left: Beam Machine Gun (A/4/3~5/2)

After attacking with this Armament, the user can discard an additional card from their hand to use this armament for a second attack. However, the effect of this Armament does not activate during this second use.

♡ Top: Magnum Bit (A/9/3~5/2)

None

◇ Bottom: Thrust Linker (P/-/-/-)

At the end of each End Phase,draw 1 card from the deck and add it to your hand.

A medium-sized, golden trumpet gun-shaped Void, about 3 meters long, moving by floating. Fires various types of bullets from its muzzle to attack princesses.

Assault Fortress - Gaston Void

Boss

Type: Architect
HP: 80 (100) **TP:** 15 (25)
SS: 6 **Move:** 2
[Use the value inside ( ) when there are 3 PC or more]
[This Character is Giant]

Special Technique (TP Cost)

Overdrive (4)

Draw 4 cards from the deck and add them to your hand. Can be used only once per scenario.

Communicate System (6)

For 1 turn, every time the user discards a card to use an Armament that includes Bit in its name, draw one card from the deck into their hand. Can only be acquired by enemies of the Architect type.

Arcadia's Magna (3)

All Enemies draw 1 card. For 1 turn, all Allies receive a +3 bonus to the Power of the Armaments they use.

Dark Drive (Timing)

Vice Versa (Before an Armament Attack)

For 1 turn, change the Minimum and Maximum range of all Armaments of one enemy by either -5 or +5. However, if this effect reduces the range, the Minimum value is set to 1.

Ruins Soleil (Action Phase)

Choose 1 Mob Enemy. Restore that Mob Enemy's 【HP】 to its 【maximum HP】. For one turn, treat that Mob Enemy as if it is equipped with the same Armaments as you. (Use this when there are 3 PC or more)

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Particle Bit (A/8/4~5/2)

From the end of this Armament Attack to the end of the Action Phase, the user adds +2 to the Evasion cost of any Armaments with a range including 4 or 5. Can only be equipped by the Architect type.

♣ Left: Nightmare Bit (A/5/3~6/3)

Targets damaged by this Armament receive both Bad Status: Pressure Level 1 and Bad Status: Bind Level 1.

♡ Top: Crossbow Bit (A/5/2~4/3)

Upon damage by this Armament, it deals additional damage equal to [the number of cards in the target's hand × 2] after the Attack ends.

◇ Bottom: Sympathy System (A/-/-/-)

Allows the user to draw a number of cards from the deck into their hand equal to the number of Mob Enemies on the Combat Space.

A giant artillery-shaped Void with a black body, about 20 meters long, moving by hovering. It can rapidly fire numerous armaments from its launch ports, quickly dominating the battlefield.

Sample Scenario ②

The Sun That Melts Wings ~Oath Wing~

Scenario Specs

Number of PLs: 2~3
Estimated Playtime: 4~5 hours (including PC creation time)
Recommended EXP Spent: 10 to 20 points
※This scenario adopts the [Bad Status Rule].

Scenario Clear Conditions

Resolution of “Free Hikari Aoi” in the Ending Part

Recommended Sample Characters

PC①: Sakura Mermaid Princess (“VI” P32)
PC②: Cloudy Gretel (“VI” P36)
PC③: Sokyu no Kaguya Hime (“VI” P38)
※Use 10 to 20 experience points on these characters for [PC Data Upgrade].

Handout (PC1)

Description: You were once involved in a Void incident. During that time, a black-haired Princess named Hikari Aoi saved you. Inspired by her, you decided to enroll in Valkyria.
However, Hikari was parasitized by a Queen Void named “Radkarn.” Coincidentally, you joined Team [●●●], which Hikari was part of. Along with PC2 and PC3, you vowed to defeat Radkarn and rescue Hikari.

Note: You can freely choose the name of the team you belong to. If you’re unsure, use the ‘Team Name Table’ on page 43. Throughout the scenario, the team name will be referred to as “Team [●●●].” Replace this with your chosen team name when reading out scenes and dialogues.

Episode Preview

When the wicked sun rises, a blinding darkness cloaks the world.
A princess, bereft of her wings, is imprisoned, her hopes obscured by the blackness.

This is the tale of “princesses” who vowed to rescue a captive “princess.”

Armed Girls RPG Princess Wing
The Sun That Melts Wings ~Oath Wing~

Now, these feelings transform into wings.

Handout (PC2 & PC3)

Description: You are Princesses attending Valkyria.
Your team, Team [●●●], had a teammate named Hikari Aoi.
During a mission, she was parasitized by a Queen Void, losing her spirit to it.
Since then, you and the newly joined PC1 have aimed to defeat the Queen Void and rescue her.

NPC Information ‘Hikari Aoi’

A 16-year-old girl with beautiful short black hair and a dazzling smile.
Kind in nature, she never speaks ill of others and is beloved by family and friends.
As a Princess of Valkyria, she was the ace of Team [●●●].
During a mission, she became parasitized by the Queen Void “Radkarn.”

NPC Information ‘Radkarn’

A Queen Void that has parasitized Hikari Aoi’s mind.
Bold and extremely belligerent, Radkarn lives for the thrill of battle and victory, greedily seeking to enhance its own power for this purpose.

Pre-Play

When all session participants have gathered on the day of the session, preparations for playing the scenario will be made. For details about pre-play, please refer to “PW” Page 106. The pre-play consists of explaining “PW,” presenting scenario information, preparing PCs (Player Characters), organizing sheets, introductions, and preparing the hand and deck of cards.

Once the deck and hand preparations are completed, pre-play ends. Then, proceed with the scenario starting from the Introduction Part. For detailed methods of scenario progression, refer to “PW” Page 108.

Introduction Part

The Introduction Part involves sequentially presenting “PCs’ Daily Lives” and “The Beginning of the Story.”

PCs’ Daily Lives

In “PCs’ Daily Lives,” each PC will enact a portrayal of their daily life. For detailed flow of these portrayals, refer to “PW” Page 108. Once all PCs have finished their daily life portrayals, the story moves to “The Beginning of the Story.”

The Beginning of the Story

The Beginning of the Story first illustrates scenes 1, 2, and 3, depicting the meeting between PC1 and Hikari Aoi. These scenes should only involve PC1.

Next, scenes 4 and 5 portray Hikari Aoi being parasitized by Radkarn. These scenes should only involve PCs 2 and 3.

Finally, in scene 6, PC1 forms a team with PCs 2 and 3, and they start gathering information about Radkarn. This scene involves all PCs.

The GM should read out each portrayal slowly to ensure it is clearly understood by the players.

Scene 1

As PC1 was living a normal daily life and walking home, suddenly sirens and announcements started blaring.

Dialogue (Announcement)

“Attention everyone, a giant Void has appeared in the city.”

“All residents, please evacuate immediately for your safety.”

“Our Princesses are responding to the situation. We urge all residents to quickly seek shelter.”

Scene 2

As you were about to flee, a gigantic humanoid machine descended from the sky, landing right in front of you.

It stood blocking your path, emitting an unemotional mechanical hum. Its face, with slits resembling green sensors, turned towards you, capturing your image, and the slits shifted to a glaring red as it recognized you. From the Void’s hand, a massive energy blade materialized, signaling imminent danger.

In that moment of certain peril, a girl with black hair appeared before you.

She pulled out a blue pocket watch, held it in front of her chest, and shouted “Precious On,” transforming herself.

Her body was enveloped in a dazzling light, cloaked in a blue dress-like armor, and blue wing-like armaments unfurled from her back.

Dialogue (Hikari Aoi)

“Don’t worry!”

“I’ve got you!”

“I’m here to protect you. I’m Hikari Aoi, a Princess sworn to safeguard everyone.”

“I won’t let anything shatter your everyday life, not on my watch.”

“So, just hang in there for a bit, okay?”

Scene 3

As she winked at you, Hikari Aoi activated the blue wing boosters on her back, wielding dual swords and confronting the Void.

It happened in the blink of an eye, but you were so mesmerized by her bravery that you forgot to run away.

From that day on, you found yourself admiring and aspiring to be a Princess like her.

Scene 4

Years later, PC2 and PC3, along with Hikari Aoi, were on a mission to subdue Voids on a deserted island in the Amami Archipelago. The sky was covered with rain clouds, the wind was fierce, and thunder rumbled.

Despite the poor visibility due to the rain and wind, you spotted a giant humanoid Void from above. Hikari Aoi positioned herself in a spot hidden from the Void and reported to the headquarters.

Dialogue (Hikari Aoi)

“What a storm... huh?”

“PC2, PC3, are you both okay?”

“It looks like our target is over there. I’ll contact headquarters, can you two keep an eye on the Void’s movements?”

“This is Team [●●●], please respond.”

“We’ve located the target Void. It’s a large type I’ve seen before.”

“We’ll take it down with Team [●●●] right away.”

“Understood! Are you two ready?”

“Team [●●●], prepare for battle! Let’s go!”

Dialogue (Fukuhara)

“Yes, this is headquarters. Please go ahead with your report.”

“Understood, but be aware that the storm is currently disrupting our communications.”

“We’re sending additional teams for support, just in case. But please, don’t take any unnecessary risks.”

Scene 5

After effortlessly defeating the humanoid Void, you report to headquarters. Amidst the report, a massive lightning strike occurs, and Hikari Aoi screams. Immediately after, her body is taken over by an unknown entity.

The newly emerged Queen Void “Radkaan” converses with you briefly before leaping backwards off the cape and disappearing into the depths of the sea.

Dialogue (Hikari Aoi)

“Great work, both of you!”

“We made a fantastic team today, didn’t we?”

“... Well, it’s time to head back. I’ll contact headquarters first.”

“This is Team [●●●], Hikari speaking. Can you hear me, headquarters?”

“Wow, that thunder is really loud...”

“Ahhhh!”

Dialogue (Radkan)

“... Ha-ha-ha-ha!!”

“... Transfer complete. Finally, I, Radkan, have descended upon Earth.”

“Hm?... What are you... Humans?... No, not just humans, Princesses, huh?”

“I am Radkan. Perhaps the term ‘Queen Void’ would make more sense to you?”

“This body already belongs to me. The spirit of your comrade won’t be returning.”

“Right. I have no time to waste dealing with you. I must immediately proceed with my activation preparations.”

“Farewell. It’s unlikely we’ll ever meet again. Ha-ha-ha-ha!!”

Scene 6

After that incident, PC2 and PC3 had not seen “Hikari Aoi” return for some time.

One day, PC2 and PC3 were called to the command room, where PC1 was also present.

The three of you were ordered by the command to form a team and embark on a mission to retrieve Hikari Aoi.

※Note: PC1 may or may not be aware that Hikari Aoi’s mind has been taken over by Radkan.

Dialogue (Sairenji Sakuya)

“Thank you all for gathering here.”

"We have an important mission that requires your attention."

"It concerns the rescue of Hikari Aoi, whose mind has been taken over by a Queen Void."

"Nagi will provide you with the details."

"We'd like you three to form a new team and take on this mission together."

Dialogue (Fukuhara)

"Okay, I'll take it from here to give you the details."

"Recently, we received a report about a sighting of Radkan, who has possessed the body of Hikari Aoi."

"The encounter was with a new Valkyria student. This student, who by chance knew about Hikari Aoi, confirmed seeing her."

"During a mission to repel small Voids on an uninhabited island, the student felt like they were being watched. When they checked, they saw someone who looked like Hikari Aoi."

"Moreover, we've had similar reports from other students about feeling watched in various situations."

"We need you all to gather more information on this. It's crucial for our investigation."

"It might lead us to figure out Radkan's locations and possibly his intentions."

Investigation Part

In the investigation part, the PCs will conduct research into Radkan's sightings and student rumors.

Information Items

Radkan's Sighting Information

Required Tags: (Number of PCs - 1)

Revealed Information

Recently, new students at Valkyria have reported seeing Radkan, who appears in the guise of Hikari Aoi, during their missions. Many of these new students have slight gaps in their memories from those missions. It's highly probable that they have undergone some sort of mental manipulation by Radkan.

Additionally, these students have a common anomaly: their "Precious Energy generation" has increased significantly. Further information will be sought by conducting psychological analyses on these new students.

Acquired Tag

#Shadow targeting new students

Radkan's Appearance Location

Required Tags: (Number of PCs - 1)

Revealed Information

Investigations into Radkan's locations reveal faint traces of Hikari Aoi's Precious Energy.

This indicates that Hikari Aoi, despite being dominated by Radkaan, is still generating and emitting her own Precious Energy.

If someone (the PCs) who can resonate with Hikari Aoi's Precious Energy traces her signals, it might be possible to pinpoint Radkan's current location.

Acquired Tag

#Hikari Aoi is here

Interlude

During the interlude, review and recap the scenario's progression.

Additionally, the PLs can exchange cards in their hands. For more details, refer to "PW" Page 122.

Combat Part

In the battle part, the scenario will sequentially present the "Catastrophe" and the "Princess' Sortie."

Catastrophe

In the Catastrophe, an event occurs where the Queen Void Radkaan simultaneously transforms new students at Valkyria into Dark Princesses. Scene 1 is where the PCs cannot appear, while Scenes 2 and 3 are where the PCs do appear. The GM should read the descriptions slowly to ensure they are understood by the PLs.

Scene 1

On a small island a short distance from Valkyria Island, "Radkan," in the guise of Hikari Aoi, stood alone.

He uttered a few words and snapped his fingers.

At that moment, a massive influx of dark Precious Energy flowed from Valkyria Island into his body.

Dialogue (Radkan)

"It seems... someone has sniffed out my plan."

"GAHAHAHA!! But it's too late now!!"

"My plan is already complete. And now... the gates of hell shall open!!"

Scene 2

While you were on Valkyria campus, you received a call from the headquarters.

Dialogue (Fukuhara Nagi)

"Team [●●●], we have the results of the mental analysis of the new students."

"It appears that Radkaan was manipulating the minds of the new students he came into contact with, inhibiting their ability to 'feel pain'."

"Normally, pain, including psychological pain, serves as a function to signal the limits of one's body and alert to danger."

"The students manipulated by Radkaan, feeling a reduced sense of pain, perceived themselves as 'feeling better than usual'."

"However, in reality, their bodies and minds are operating beyond their limits, and the pain and stress continue to accumulate."

"If Radkan suddenly releases this mental control on them all at once...!"

Scene 3

While you are in communication with the command center, an incident occurs across Valkyria Island, where new students are transforming into Dark Princesses. Around you, you witness new students suddenly being engulfed by the dark precious energy they have produced.

Dialogue (Fukuhara Nagi)

"Emergency!"

"We're experiencing an incident on Valkyria Island where new students are rapidly transforming into Dark Princesses."

"We're dispatching different teams to suppress them. Your team needs to quickly locate Radkaan and head there immediately!"

Princess's Sortie

In the "Princess's Sortie" section, PCs confront Radkan. During each scene, Radkan's dialogue is read aloud, engaging in an exchange with the PCs. Then, in scene 2, once the exchanges and descriptions have settled, declare the start of the [Combat Part].

Scene 1

You resonate your own Precious Energy with that of Hikari Aoi, determining her location.

When you reach the location, it turns out to be the uninhabited island where PC2 and PC3 previously visited with Hikari Aoi, and where Hikari was parasitized by Radkaan's spirit.

Standing alone at the cape's end, where Radkan had previously vanished, Radkaan is found.

Dialogue (Radkan)

"Well, well, I never expected we'd meet again."

"You intend to stop me? It's too late!"

"The power of darkness has already gathered sufficiently!"

"My plans are unstoppable now!!"

Scene 2

Radkan swings his sword, tearing through space. The torn rift in space becomes a massive dimensional corridor, from which several medium-sized Voids and Radkan's main body emerge.

Then, the body of Hikari Aoi floats gently into the air and is stored in a "coffin."

The moment Radkan points its weapon towards you, the voice of "Hikari Aoi" reaches out to you.

Dialogue (Radkan)

"Activate the dimensional transfer device! Manifest here and now under the name of Radkan! My machine, Radkan Void!!"

"Ga-ha-ha-ha!!"

"If you think you can stop me... then try and stop me!!"

Dialogue (Hikari Aoi)

"Everyone... please don't give up!"

"I won't give up either...! I'll fight alongside you right here!"

"So... PC2, PC3, and... PC1! Let's make sure our team comes out on top!"

After the PCs have performed their dialogue and executed Precious On, enter the battle against 【Radkan Void ×1】, 【Grim Reaper × (number of PCs)】.

When performing Precious On, players can draw one card from the deck. For more details, see "PW" page 112.

About the Battle

At the start of the Combat, position Radkan Void on d8, d7, e8, e7 (forming a 2x2 square). Place Grim Reapers on c7, f7, and g7 (if there are 3 PCs).

Radkahn Void, powered by the Soleil Core's Neptune , is always equipped with 8 Armaments. In the Action Phase, start with using Acid Smoke during the Preparation Timing. Then, employ Poseidon Billow and Giga Side Blade, aiming to inflict damage during the End Phase. In the Reaction Phase, reduce attack damage using Ambivalence Aegis and counterattack with Reflection Bit or Genocide Counter. If the hand is low or HP is reduced, use Enchant Barrier to prepare for PC attacks.

Grim Reapers aim to inflict Bad Status: Curse using Poison Fang. For PCs already affected by Curse, use Beam Scissors to increase damage taken from Bad Status. They are also equipped with Deflector Barrier, allowing them to survive an otherwise incapacitating attack once.

Victory in this battle is achieved by incapacitating all enemies. Upon winning, PCs acquire the following scenario tag:

Acquired Tag:

#Team [●●●] Will Not Lose

Ending Part

The Ending Part involves sequentially performing [Precious Aid] and [The End of the Story].

Precious Aid

In Precious Aid, the PCs rescue Hikari Aoi from darkness. When a Queen Void activates, the human whose mind was parasitized becomes a Dark Heart. Therefore, it's crucial for the PCs to save Hikari Aoi's heart from the darkness. Otherwise, she may either be hospitalized with her heart still shrouded in darkness or, in the worst case, it could lead to her death.

Examples of Precious Aid in this scenario include the PCs addressing Hikari Aoi, who struggled against Radkan's control and resonated her Precious Energy with the PCs, or encouraging her to return to their team. If it's challenging to create such scenes, simply portraying the PCs channeling their Precious Energy into the coffin is also acceptable. GMs should incorporate any ideas the players come up with as much as possible.

For more detailed information on Precious Aid, refer to “PW” page 113.

Scene 1

After the battle ends, Hikari Aoi is released from her brainwashed, enveloped in light, and appears unconscious, as if sleeping within the coffin.

Dark Heart

Release of Hikari Aoi requires a number of tags equal to the number of PCs.

The End of the Story

In the End of the Story, the scenario’s epilogue is depicted. Thanks to the PCs’ efforts, Hikari Aoi’s mind is freed from Radkan’s control, and she rejoins Team [●●●]. PC1 remains in the team, thus forming a four-person group as suggested by the command.

Scene 1

Thanks to the PCs’ Precious Aid, Hikari Aoi’s mind is free from Radkan’s control, and she is able to return to Valkyria.

Later, in Valkyria’s command room, PC1, PC2, PC3, and Hikari Aoi are called in.

Sairenji Sakuya from the command proposes that they form a team.

Dialogue (Sairenji Sakuya)

“Great job on this mission. Successfully repelling a Queen Void is truly an impressive feat.”

“It was a dangerous mission, but I’m relieved to see everyone safe and sound.”

“Hikari Aoi, welcome back.”

“As for what happens next... Hikari Aoi, you have the choice to return to Valkyria as a Princess or take some time off for recuperation.”

“The decision is yours. What will you do?”

“If it’s alright with all of you, how about forming a team of four as it stands now?”

“I’m sure you’ll make an excellent team.”

Dialogue (Hikari Aoi)

“I’m back, principal.”

“I want to continue... to be a Princess… to protect people alongside everyone.”

“I want to reduce the number of people who suffer as I did, even if just by a little.”

“So... everyone, will you continue to fight with me?”

“...PC2, PC3, thank you for rescuing me. You both are the best teammates.”

“PC1... you’ve become a wonderful Princess.”

When the Ending Part is finished, end the session and move on to [After-Play] (PW, P114).

Demon of Destruction - Radkan Void

Boss

Type: Queen Void
HP: 100 (120) **TP:** 30 (40)
SS: 5 **Move:** 3
[Use the value inside ( ) when the average EXP spent is 15 to 20 points]
[This Character is Giant]
[The number of cards replenished in the End Phase is + (average EXP Point Spent ÷ 5) Round down.]

Special Technique (TP Cost)

Lock-On Field (3)

During this Action Phase, you can target all characters within your Amament's range. Can be used up to 3 times per Scenario.

Acid Smoke (4)

During this battle, all enemies receive double damage in the End Phase. However, this effect does not stack.

Enchant Barrier (5)

Reduces all damage received by the user by 5 points until the next Action Phase. Can be used only once per scenario.

Soleil Core

Neptune

Upon acquiring this Soleil Core, immediately create one variation. The wearer is always considered to be equipped with armaments of that variation.

Mercury

Allows two preparation timings during the Action Phase.

Dark Drive

Testament (After an Armament Attack)

All enemies are unable to perform an Emergency Evasion against this Armament Attack.

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Poseidon Billow (A/13/1~3/2)

Targets damaged by this Armament receive Bad Status: Curse Level 2. If the target already has Bad Status: Curse, its Level is increased by +1.

♣ Left: Giga Side Blade (A/15/1/2)

Upon hit, target will receive 3 damage at the end of each round for the duration of the battle. This effect does not stack.

♡ Top: Leaf Blade Bit (A/7/1~2/2)

Upon damage by this Armament, discard the top card on your hand. If it's not a Joker, you can perform another Armament Attack using a Type A Armament equal to the suit of the discarded card. If performing an additional Armament Attack, you must discard the same number as the one used for this Armament.

◇ Bottom: Somersault Tail (A/7/1~2/2)

Upon damaged, you can play one card from your hand and use an armament of Type A corresponding to the suit of that card to perform another Armament Attack. After the second attack, if you perform an Additional Use Armament Attack, you must play a card with the same number as the one used in this maneuver.

The main body of the Queen Void Circe is a 50-meter-long, gold-shining metallic body resembling a four-legged beast. Its Soleil Core can provide semi-permanent power to its spherical armaments. Its mouth cannon can fire quark-gluon plasma shockwaves.

Radkan Void's Neptune Core

Boss

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

Joker: Chaotic Moon (A/10/1~∞/Can't)

♠ Right: Ambivalence Aegis (R/-/-/-)

Reduce the damage received by 5 points. Additionally, after the Attack ends, the user can draw up to 2 cards from the deck into their hand. Can be used once per Action Phase.

♣ Left: Ambivalence Aegis (R/-/-/-)

♡ Top: Reflection Bit (R/-/-/-)

Upon used, discard 1 card, and dealt damage equal to the value of the discarded card toward the attacker (Joker = 13).

◇ Bottom: Genocide Counter (R/-/-/-)

The Action Character must randomly choose and discard 2 cards from their hand.

An additional armament unit for Radkan Void. Its massive armor greatly enhances defense, and the embedded armaments retaliate against enemy attacks.

Grim Reaper

Mob

Type: Witch
HP: 15 **TP:** -
SS: 6 **Move:** 2
[This Character CAN Evade attacks.]

Armament: Slot (Type/Power/Range/Evasion Cost)

Auto: Tackle (A/5/1/1)

♠ Right: Beam Scissors (A/7/1/2)

Targets damaged by this Armament have the damage they receive from all Bad Statuses increased by +2 for 1 turn.

♣ Left: Beam Scissors (A/7/1/2)

Targets damaged by this Armament have the damage they receive from all Bad Statuses increased by +2 for 1 turn.

♡ Top: Poison Fang (A/8/1/2)

Targets damaged by this Armament receive the Bad Status: Curse Level 1.

◇ Bottom: Deflector Barrier (R/-/-/-)

The user's【HP】cannot drop below 0. Can be used once per scenario.

A medium-sized, black humanoid Void, about 3 meters tall, walking upright. Utilizes beam-like shears held in both hands for disruption and interference tactics.

Reference Works

Here, we introduce games, anime, and other media that can serve as image references for playing "PW."

Use these works as references when creating scenarios and characters. However, remember that not all participants may be familiar with the same works, so avoid assuming specific knowledge or making disparaging comments about those unfamiliar with them.

Heaven Burns Red

Developer: WFS, Visual Arts

A free-to-play mobile action game where girls with various talents use weapons called 'Seraphs' to fight against mysterious lifeforms known as 'Cancer.' Known for its story featuring a diverse cast of characters and music filled with poignancy and coolness.

The world concept of Valkyria in "VI" is heavily influenced by this game. It is a recommended reference for character creation and scenario development in sessions.

Vividred Operation

Original Work: TEAM VIVID

An original anime project produced by Aniplex and Dengeki G's Magazine, created by A-1 Pictures. Set on Blue Island with the invention mechanism 'Manifestation Engine,' middle schooler 'Akane Isshiki' and her friends confront a giant entity known as 'Alone' by transforming into 'Vivid Suit.'

The theme of 'fighting threats together with friends to save the world' aligns with the narrative of "PW." Also, the image of the Amami Islands is greatly influenced by this work.

World Trigger

Publisher: Shueisha

A shonen manga depicting the battle between the defense organization 'Border' and invaders from another world, Neighbors, using tools called 'Triggers.' Known for its varied action sequences and ensemble drama with unique characters.

The depiction of emergency escape (Bailout) and the use of the phrase 'Trigger on' during Trigger activation can serve as a reference for "PW" performances. Additionally, the "Rank Match" in Valkyria is influenced by the "Rank Battles" in this work.

Zoids

Sales: Takara Tomy

A series of model kits modeled after animals and dinosaurs, with a rich media mix including anime and games, spanning from 1999 to the present. Not just visually appealing, the toys also have diverse armaments and gimmicks, including 'replaceable parts.'

Zoids, as metal lifeforms shaped like animals, can inspire the image of Beast-type Voids and the [Wizbeast] added in "VI."

Tokumei Sentai Go-Busters

Production: Toei

A special effects TV drama about the battle between the combat professional unit 'Go-Busters' and the evil organization 'Vaglass' from subspace.

The 'Avatar,' a high-ranking member of the enemy organization, appears as a projected existence in the real world, which inspired the setting of Queen Voids in "PW." The depiction of the giant mouth bot 'Megazord' being transported can also be used for "PW" combat part catastrophe scenes.

Tropical-Rouge! Pretty Cure

Production: Toei Animation

The 18th installment of the 'Pretty Cure' series, themed around 'sea' and 'cosmetics,' set in a seaside town. The story follows middle schooler 'Manatsu Natsuumi' who moves from a small island to the city and fights as the legendary warrior 'Pretty Cure.'

The 'seaside town' setting is a source of inspiration for the setting of Kokuyo Island in "VI." It is recommended as a reference for creating scenarios set in the Amami Islands.

Senki Zesshou Symphogear

Production: Satelight

A TV anime about girls fighting the certified singular disaster 'Noise,' which turns people into carbon, using armor called 'Symphogear' composed of fragments of holy relics.

It can serve as a reference for imagining "PW's" 'Precious Energy' and 'Dress Code.' The appearance of Dress Codes and the depiction of 'Precious On' can be inspired by this series.

APPENDIX

PRINCESSWING

武装少女RPG
プリンセスウイング
PRINCESS WING

Character Sheet

Valkyria's Student

Character Name

Age

Gender

Spent EXP

Illustrations, notes, etc.

PL Name:

Life Tags

① Hobbies

② Special Talent

③ Current Passion

④ Strong Subject

⑤ Weak Subject

⑥ Team Position

⑦ Clubs (Circles)

⑧ Part-Time Jobs

⑨ Favorite Food

⑩ Future Dreams

⑪ Motivation

⑫ Worries

⑬ Memories

Personal Flavors

Precious Gear Shape

Accessories

Hairstyle

Image Color

Connections ①

Connections ②

Special Techniques

Name	TP Cost	Effect	Page

Princess Core

Name	Max HP	Max TP	SS Value	Movement

Special Function	Effect	Page

Update Bonus	Effect	Page

Armaments

Slot	Name	Type	Power	Range	Evasion	Effect	Page
Auto	Tackle	A	5	1	1	Can use by discard 1 card from your hand. You can move 1 Square before selecting targets.	
Auto	Cross Union	A				Discard 1 Joker. All allies choose 1 Type A Armament (excluding 〈Cross Unison〉) and attack without discarding. Order is discussed. Allies then draw 1 card. This Armament can't be additionally used with others. Can used once per Scenario.	
Right ♠							
Left ♣							
Top ♡							
Bottom ♢							

Wing Drive

Name	Timing	Effect	Page

武装少女RPG
プリンセスウイング
PRINCESS WING

Session Sheet

For 4 Player

GM Name:

Scenario Title:

Data:

Scenario Spec:

PC ①

Character Name	**Princess Core**	**SS Value**
PL Name	**Wing Drive**	**EXP Points**

PC ②

Character Name	**Princess Core**	**SS Value**
PL Name	**Wing Drive**	**EXP Points**

PC ③

Character Name	**Princess Core**	**SS Value**
PL Name	**Wing Drive**	**EXP Points**

PC ④

Character Name	**Princess Core**	**SS Value**
PL Name	**Wing Drive**	**EXP Points**

Memo

GM EXP

Total PC's EXP
÷
Number of PL

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武装少女RPG

プリンセスウイング PRINCESS WING

Combat Map Sheet

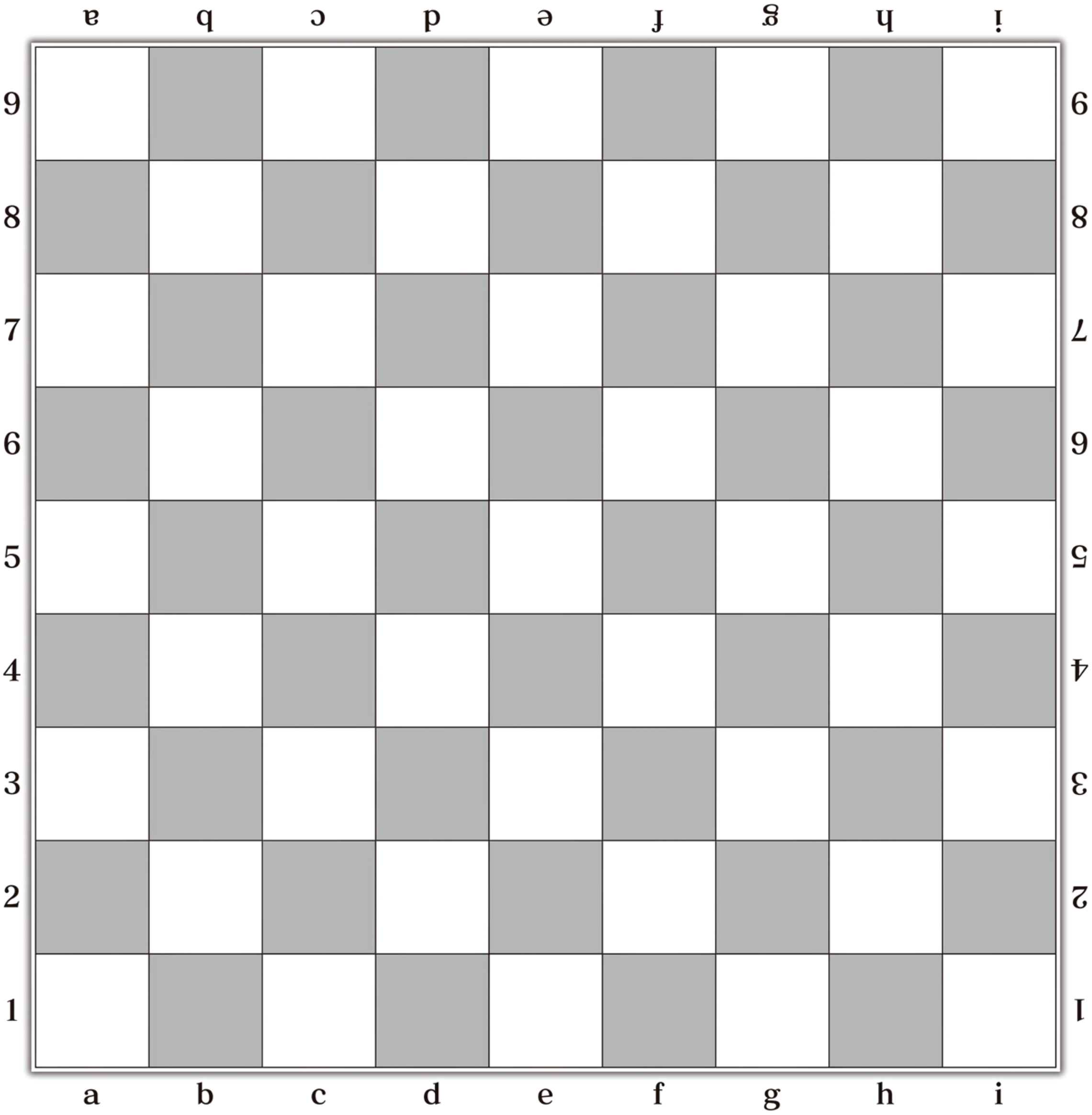
For 4 Player

GM Name:

Scenario Title:

Data:

Scenario Spec:


a b c d e f g h i
9 8 7 6 5 4 3 2 1
a b c d e f g h i
9 8 7 6 5 4 3 2 1

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